



REACH Fashion Studio



3D Product Visualization

Texture Mapping

Colour Reduction & Cleaning

Colourways

Design and Repeat

Fabric Design

USER MANUAL

REACH

Technologies

enabling collaborative partnerships across the soft goods value chain

REACH Technologies, a leader in Business Technology Solutions for the global soft good industry, offers pre-packaged products, custom solutions, Business Process Outsourcing (BPO), consulting services and offshore development facilities.

REACH solutions enable stake holders across the soft goods value chain work collaboratively more effectively and efficiently.

REACH solutions impact the creme de la creme of companies, academic and research institutions including Calvin Klein, DIESEL, GAP, Levi's, Marks & Spencer, NIKE, TESCO, United Colors of Benetton, Tommy Hilfiger, Wal Mart, Zodiac Clothing, Madura Garments, Arvind Clothing, Gokaldas, United Nations Conference on Trade and Development, Apparel Training and Design Centre, Apparel Export Promotion Council, Clothing Manufacturers Association of India, National Institute of Fashion Technology, Regional Vocational Training Institute etc.

REACH Fashion Studio

USER MANUAL

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Overview of REACH Fashion Studio

3D Product Visualization

REACH 3D Product visualization is a fashion design application capable of recreating the fashion design production process in an entirely virtual environment. It empowers you to go to market with your products in a fraction of the time. It creates photo realistic 3D rendering of designs, colors, surfaces, textures and patterns.

Texture Mapping

It is fast, easy to use, and the results are incredibly realistic. The cost and time savings benefits are equally impressive. Shortened pipeline time, thanks to immediate visual communication, means that products can be created with faster response times to market changes. In a world where turnaround time is so critical, this is key to a company's success.

Colour Reduction & Cleaning

With REACH Colour Reduction & Cleaning tool creating, modifying and composing Printed Fabric designs by film separation is easy. Starting with scanned picture, fabric, or an imported picture file format, you can precisely reduce millions of pixels down to just the colors you specify. It features a special colour separation function which helps the designer quickly judge the colour separation with just a mouse click. The colours can be reduced manually or by the system with its inbuilt capability, automatically reducing the colors to handle flat and tonal prints or anything in between.

Colourways

Easily create your season's palettes and then simply drag and drop colors into place. Drag colors from multiple palettes to the design, drag from design to design, drag and drop to and from everywhere. You can also automatically make as many different designs and colorways on the screen as you like, making it easy to compare and share.

Colour communication

In a click, it is possible to find the nearest Pantone shade of any color scanned, or imported. Colours can be personalized by RGB, CMYK and Hue, Lighting and Saturation by mixing or entering the values. Colors, from user defined color libraries, can either be mixed individually within the design or imported from color library (Pantone). Besides the creation of colour, it can be easily edited by grouping, auto-matching etc.

Design and Repeat

REACH Design and repeat is a textile and surface designing tool. The software can create all types of repeats. Convert design into horizontal, vertical, 1/2, 1/3, 2/3 repeats, copying, pasting, rotating, selecting, and resizing all changes immediately take place over multiple repeats. Select motifs, part of textures and area of design to create new ideas.

Fabric Design

Any fabric design with a creative idea. Using REACH Fabric Design creativity can be quickly translated into reality. It allows to scan or import or to create any kind of fabric from dobby, knits to leather fabrics in the software itself with real texture effects. The quality of the simulation is recognized by prominent textile designers, which turns the software into an authentic virtual loom, obtains the simulation of the fabric either on the screen or on paper by means of a printer, with total realism.

Spec Creation

Spec. Creation enables you to ensure product information integrity. Specifications can be spelled out in order to achieve the best possible manufacturing sample as early as possible. Correct technical specification is the key for the most accurate fit that conveys the look of the apparel garment along with key manufacturing parameters. Blocks of technical drawings can be stored and later recombined to make a new design.

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Chapter One Menu Command

There are six menu commands namely File, Edit, Special Object, Library, Setting and Sysinfo.



Fig 1.1 Menu Commands

➤ 1.1 File

Click the Menu “File” from the menu bar to show the pull down menus and you can click at what you need.

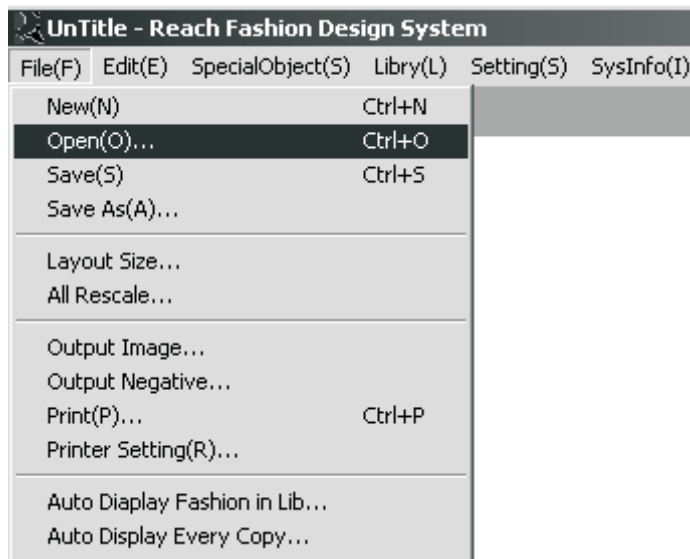


Fig 1.1 Submenu File

New

It is used to define a new file.

Open

It is used to open a picture which you want to Edit. The system default extension name is .dsg, with this command, you also can open the files with the extension names of *.jpg, *.bmp, *.psd, and *.tif.

Save

It is used to save the file with the current file name. If you are saving the file for the first time, you have to define one path and filename for it. If you don't save the file after 15 minutes, the system will popup the dialogue box to remind you to save.



Save as...

It is used to save the current file to another path or as another filename.

With the command of “save” or “save as...”, the file format is *.dsg, and this file can be opened only through this software.

Layout size...

Anytime you can define the image and canvas size here:

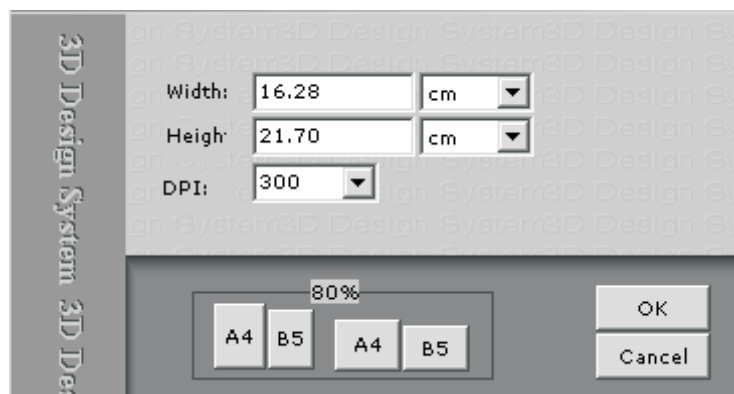


Fig 1.4 Set Sizes

You can define the canvas size as you need, or **cite** the standard size A4, B5.

Note: DPI (Dot per inch) refers to the image resolution. DPI depends on the computers configuration. With a higher configuration, the DPI can be defined higher, and one can get a more vivid effect. The common DPI is 300.

All Rescale...

You can modify all layers' or some layers' size from here or you can use the shortcut key to modify the size as per your need.

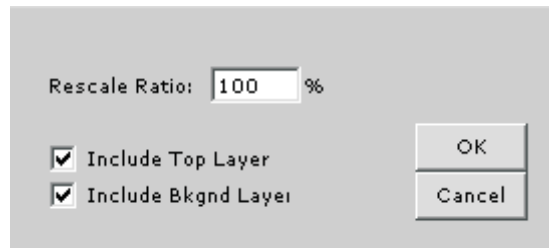


Fig 1.5 Layer Rescale

Output Image

It is used to output the file with another format (*.bmp, *.jpg, *.tif, *.psd), so that it can be used by another system. After you select this command, the system will auto-scan the picture to continuously get high quality picture.

Output Negative...

With this command, you can get a negative effect, please view the following pictures to distinguish them:



Fig 1.6 Image



Print

When you select the command of “Print” It will popup a dialogue box of Print, then click “Print” it will show the following dialogue box:

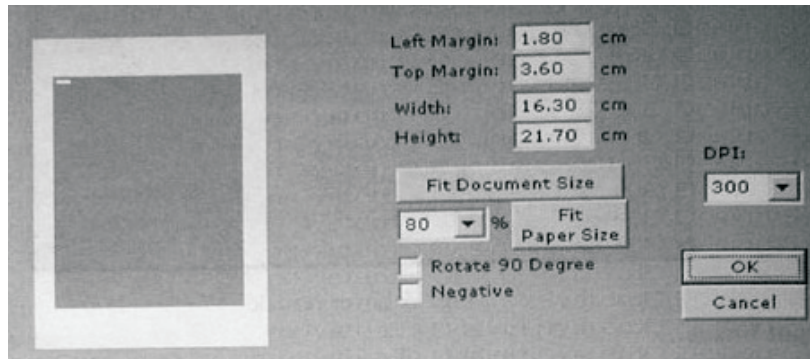


Fig 1.8 Print Ratio & Position

Here, you can adjust the print effect freely as per your requirement; you also can rotate it or only print the negative. The DPI means you can re-set the print resolution by selecting the DPI. If the resolution of image is low due to the computer low configuration, the print quality can be improved here.

- **Printer setting**

Here, you can setup the printer, the paper size and the orientation.

If you want to print a selected area, the operation is; hold down the “Ctrl” key. In

the meantime with the tool of “Pick color”  draw an area, then select the shortcut menu of “output the selected area to print” and click ok.

- **Auto display every copy**

When you select this command, the system will automatically show the fashion pictures one by one in cycle. You can compare them and choose the one you like best.

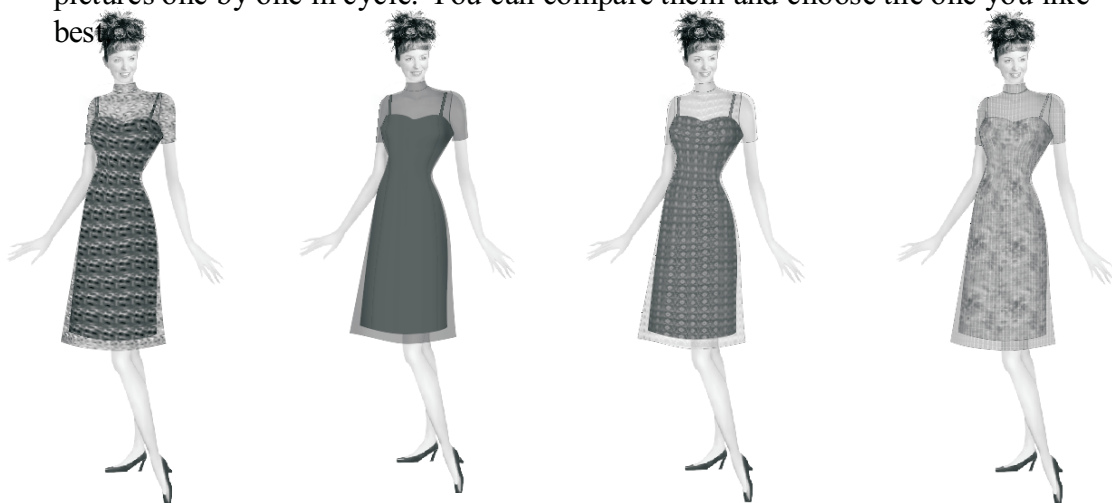


Fig 1.9 Auto Display

But for this command, first you need to add one or more copy (Fig 2.9 is added 3 copy). In order to do this operation, first we have to understand following tools:



Add new copy



Delete current copy



Show next copy in the work area

When you click the command of “Add new copy”, you can modify the apparel or fabric texture for the model and you can add more copies of the same file, you can view the fashion effect one by one by clicking , or select the command of “Auto display” to view all copies at the same time.

With the copy function, you can save one series fashion in one file. This way it's easy to manage different series fashion.

➤ 1-2 Edit

This menu includes four submenus: undo, redo, copy and paste.

Undo & Redo:

If you want to cancel the operation, you can click “undo” and go back to the previous image (shortcut key for undo is “Ctrl+Z”, if you want to cancel the undo option, you can click “redo” (Ctrl +Y) to get back. The computer will auto record the steps of the operations in here:  (lying on the bottom right hand corner of the screen) from which, you would know how many steps have been done.

Copy & Paste:

This is used to copy and paste the objects which you have selected.

➤ 1-3 Special Object:

When you send the production sheet to the factory for manufacture, these commands are very useful. Here, you can incorporate Excel and Word program as Special Objects in your design and make production folders with all details of an order. Before you start, please confirm that Microsoft Excel, Word and related programs are already installed on your computer. This menu includes the following submenus.

Insert Excel Tab

When you select this command, the excel worksheet opens, you can go to the excel

program and edit the data, thereafter, select the command of “save & come back...” from the “file” menu to come back to the design system along with the excel work sheet.

Lead into Excel Tab

Using this command you can open an existing file directly in the fashion software.

Insert stat. graphic

Using this command you can insert the statistical tables in your presentation.

Insert Clip Picture

Using this you can insert clipart in your presentation.

Insert Word Document

Using this command you can insert a word document in the presentation.

Insert Film Clip

Using this command you can insert a film clip inside your presentation.

Insert Media Clip

Using this command you can insert a media clip in your presentation

Insert New Object

Using this command, you can insert objects from different softwares installed on your computer for e.g. Adobe Photoshop, CorelDraw, and Paint etc.

➤ 1-4 Library

This is the library for all kinds of materials, including texture, pattern, fold, model and so on. When you select any command from the pull down menu list, all material of this command will be displayed on the screen, click one of them and then drag it to the working area to open it. But for the “sample” command, you would not be able to drag it, so you will need to double-click to open it . Following is the detailed explanation:

Texture

First draw a sketch, then with the tool of “Pick object”  select one object. The object border would turn blue. Now you can drag any fabric to the working area, the fabric will be pasted on the object automatically, after that, you can rotate or re-scale the pattern or do other effective operations.

Model

Enter the model library; you can drag the model which you want to edit to the working area. Now you will see that the working area will display for e.g. this image with four nodes, which can be dragged, to scale in or scale out the image. If you don't want to keep the proportions to transform the model you can hold the "Ctrl" key first and use the cursor to drag these nodes, it will be transformed freely. When the cursor changes to the icon of four arrows, you can move the image, when the cursor changes to a double side arrow, you can rescale the image and when the cursor changes to half circle, you can rotate the image.



Fold

Enter the fold library, select the one which you want to insert in the apparel, drag it to the working area, then transform and move it to suit for the apparel, after that, you can adjust the transparency and scale with the tool of "rescale texture"

Study Lib

This library provides you many samples for practice, such as the sample of fabric, you can easily change the fabric, select this sample with "Pick object" tool, then you just need to drag the fabric from the texture library to the sample, it is helpful for your craft sheet.

How to upload your pictures of folder:

Please select the command of "..." From the library menu, then select the pictures or folder, click "open" to come back to the system, now you will see that the system has recorded the folder, and you can use it next time.

How to add more pictures into the system original folder:

First, you have to find the system folder of "Lib" (the default path is: D: Fashion Design \ Lib) here you can see many material libraries lying, open the folder which you want to add, then save the pictures into the folder.

How to add one new folder to the system library:

If you have some materials which are not relative with the original folders, you can add a new folder for these materials. To show the new folder in the menu list copy add this folder into the "Lib" folder (the default path is: D: Fashion Design\Lib), then give a name to the new folder (the name rule you can understand from the original folders). When you open the system next time, you can find your folder in the "Library" menu.

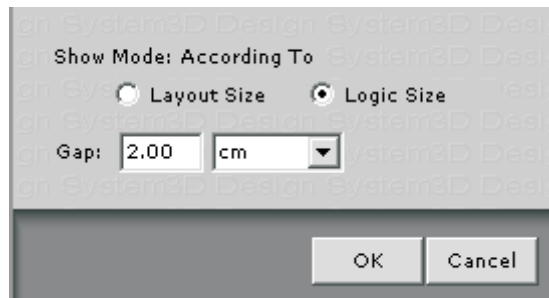
➤ 1.5 Setting

Show coordinate lines

Select this command, the system will display the grids, these grids will help you use the patterns more accurately.

Set coordinate lines:

It is used to setup the grid gap by defining the value.



Layout size and logic size are different show modes.

Show big cross cursor

It will help you to make any point exact.

Hide layer

If you select this command, it will hide/show the dialogue box of the layer.

Save file warning

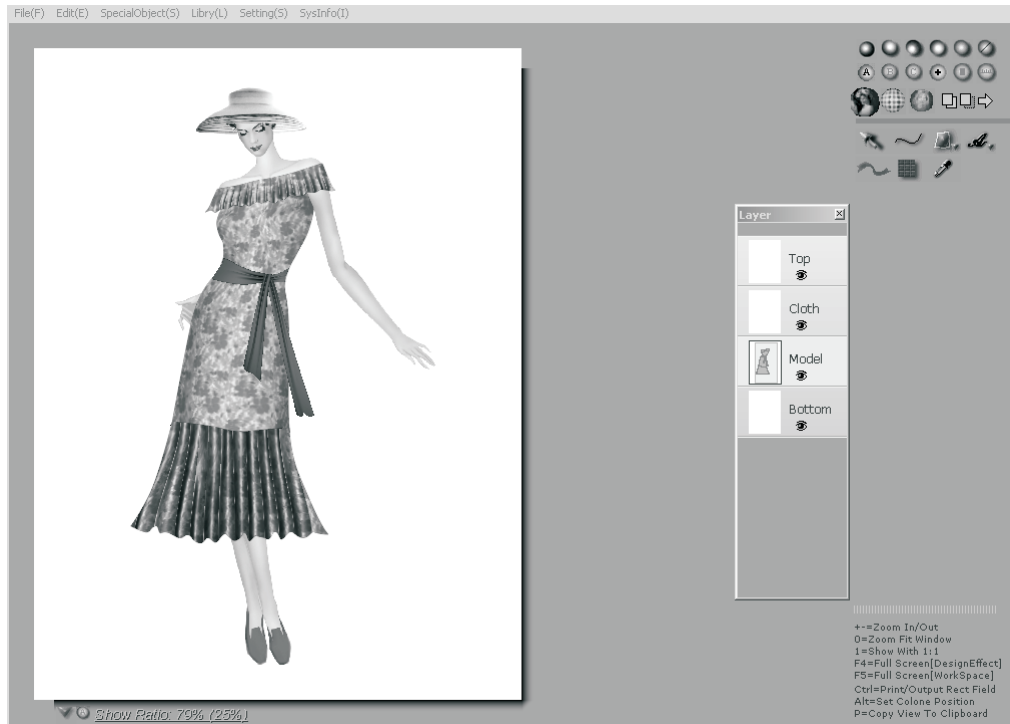
Here, you can set or cancel the save warning. If you don't save the current file before 15 minutes, a warning note will be displayed.

➤ 1.6 Sys Info

Here you can find the system versions and the shortcut key list.

Chapter Two: Working area

When you open the system, the working area will be displayed such as Fig 2.1



➤ 2.1 Light

The system provides 6 kinds of lights, including left-upper , right-upper , left-under , right-under , face , and without light , the default light is face, because it can keep the all hue information of the image.

➤ 2.2 Display mode

The system provides three display modes.

 Precision mode: this mode will display the image vividly (default mode)

 Simple mode: this mode will only display the image with simple hue, but you will get faster operation speed.

 Omit mode: this mode will only display the outline of apparel, but you get the fastest operation speed.

➤ 2.3 Define show ratio

It is used to change the display ratio. On clicking it, an icon of a small circle shall appear, which shall act as a cursor, and then you can draw the rectangle for the area which you want to zoom in. It is same to hold the key of “W”. You can also use the shortcut key “+”, “-” to zoom in or zoom out upon pressing the “I” key, the image will display with the real size 1:1.



➤ 2.4 Background Colour

It is used to change background colour

➤ 2.5 Ruler

It is used to measure the distance between any two points. After you select this icon, a submenu will be displayed on the bottom right side of the screen. ☒ Mark Length tick this option, click and drag the mouse to record the length on the working area, or you can change the display length in here cm  and you can change the display colour by clicking here. 

➤ 2.6 Design E-Studio

The system provides three design E-studios: E-Style, E-material and E-photo.



E-style studio: here you can design apparel sketch, do any 3D effect for the apparel and so on.



E-material studio: here you can design all kinds of textures, including lace, leather, knitting, and hollow, woven and so on.



E-photo studio: Here you can do modifications for the image, do the draping for the model, and you can also edit the half ready image with the help of Painter and Photoshop.

+-=Zoom In/Out
0=Zoom Fit Window
1=Show With 1:1

➤ 2.7 System shortcut prompt

When you select different tool, the prompt of relative shortcut key will display right-under the interface.

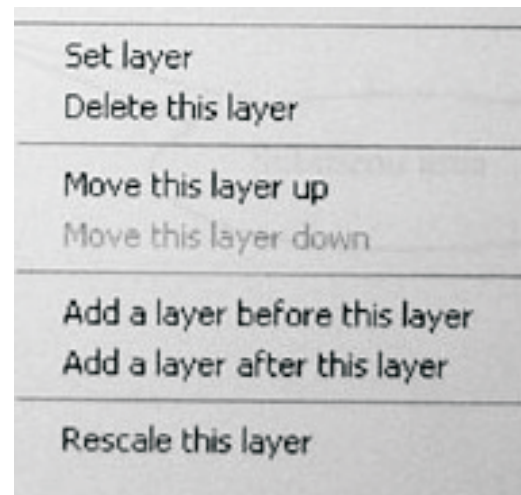
➤ 2.8 Layers

Once you move the cursor to any, layer then right-click. The system will display the menu such as Fig 2.2



Layers

Fig 2.2



Menu

Set Layer: Here you can edit the layer name and define the state of show/hide this layer, you can also do this by clicking the “eye” in every layer.

Delete Layer: It is used to delete the current layer.

Move Layer: It is used to move the layer up and down.

Add Layer Before: Add new layer on top of the current layer.

Add Layer Top: Add new layer on bottom of the layer.

Rescale Layer: when you select this command, the system will popup a dialogue box asking you for the input the new ratio, input the number and then click “ok”.

If you want to move any layer onto or under any other layer, you can drag the layer to the new location directly.

➤ 2.9 Material area

When you select the material from the menu of “Library”, all materials will be displayed under the screen such as following figure:

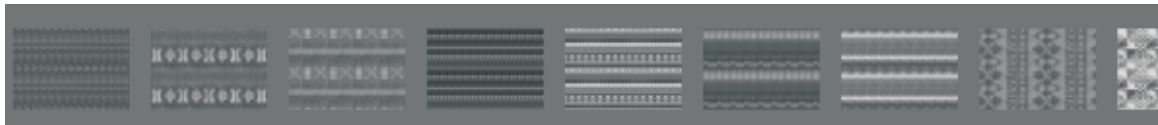


Fig 2.3

Except the material from the “Sample” folder, all materials can be clicked and dragged to the working area. For the materials from the “Sample” folder, please double click to put it into the working area.

CHAPTER Three: E-STYLE STUDIO

The module of E-style studio is very important module of this system; here you can do all kinds of operations including draw the sketch, change the color and material, 3D effect, dynamic show series apparel and so on.

Now let's see the tools one by one.

➤ 3.1 Pick Object



When you select any tool, you can see the current is round by a red rectangle and the system will popup its submenu under the main menu.



Operation

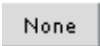
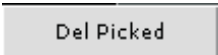
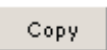
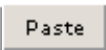
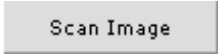
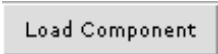
With the “Pick object” tool, you can:

1. Select an object—click on the object which you want to select, the object is selected displaying four nodes on the corners. When two or more objects are overlapping, you can hold the key “Q” on the keyboard, and click the object again to switch them, when you are working in any other operation, you can anytime hold the “Q” key and switch to the ‘pick object’ tool to pick the object. Shortcut key “Ctrl+A” will select all objects of current layer.

2. Delete object – first select the object, then press the “Delete” key from the keyboard to confirm deletion.
3. Select two or multiple objects – Hold the “Shift” key and click on the objects one by one to select them.
4. Move object—first select the object, then move the cursor to the middle of object, left click and drag to move it.
5. Rotate and rescale—first select the object, then move the cursor to any one node, when the cursor changes to a double arrow, you can rescale this object, when the cursor turns to half circle, you can rotate it.

Submenu

Introduction of submenu

	It is used to select all objects of the current layer, the shortcut key is “Ctrl+A”.
	It is used to cancel the selection of all objects.
	It is used to delete the selected objects
	It is used to copy paste the current object.
	
	Left copy and mirror the selected object.
	Left copy and mirror the selected object.
	Mirror the selected object horizontally.
	Mirror the selected object vertically.
	It is used to scan the image, lace, texture and so on.
	It is used to save the selected object as a component, with this command, you only can save this component as the system default format *.cst. You can save these component to your material library.
	It is used to input one object. The component format can be *.bmp, *.jpg, *.PSD, *.tif and the system default component format *.cst, *.dye and so on.

Shortcut menu

When you select the object, then right click you can see the shortcut menu such as Fig.4.2

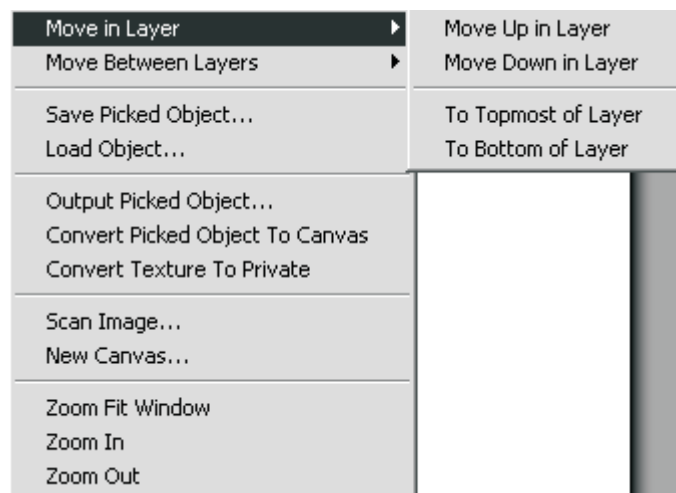


Fig 3.2 Shortcut menu

Introduction to shortcut menu:

Move in layer: It is used to move the current layer to the new location, click this and command will display its subcommand. Here, you can select the new location for the layer.

Move between layers: it is used to move the current layer up or down between its two layers.

Save Picked Object: it is same as the submenu of “Save component”.

Load object: it is same to the submenu of ‘Load component’.

Output Picked object: It is used to output the selected object as the popular formats of *.bmp, *.jpg, *.psd and *.tif.

Convert picked object to canvas: It is used to convert the selected object as a canvas, which is converting the object to bitmap, so that it is opened in the E-photo studio.

Convert texture to private: With this command you can convert the current fabric as your private. Once you select this command, when you right-click again, the command will change to “Insert private texture to studio”. If you select this command, the fabric will be put (Just put no save) to the texture table, when you click the tool of “texture table” you will see this fabric.

Scan Image: it is same as the submenu of “Scan image”.

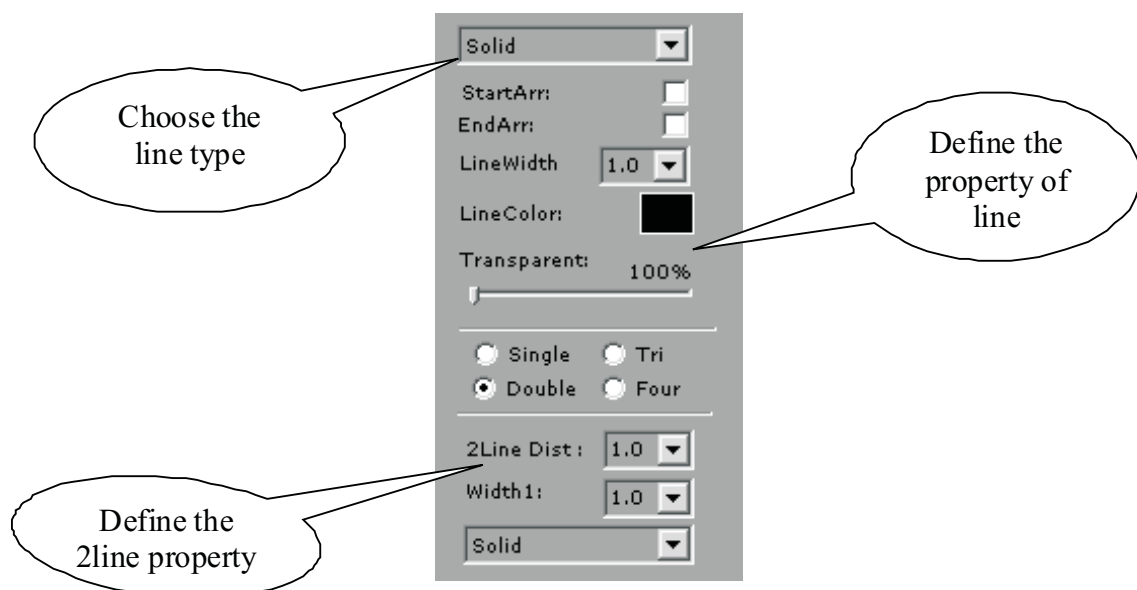
New canvas: It is used to new a canvas, the canvas is bitmap, you can edit it with all kinds of drawing pen.

Note:

1. When you select different objects, the main menu on the right screen differs according to object performance, but for every main menu, its submenu is always the same. Usually, for these three studios “E-style”, “E-material” and “E-photo”, the first tool is a tool which can be used for multiple applications; many basic operations can be done using this tool.
2. Select one object which you want to copy, hold the “Ctrl” key with the cursor and click on the location where you want to paste the selected object, the system will copy and paste the selected object.
3. Hold the key “A” from the keyboard meantime, move any object, all the objects in the current area will move at the same time.
4. You can drag a rectangle to select one or more objects at a time with this tool.
5. You can use the mouse scroll to rescale the selected object, or you can use the shortcut key “<”. “>” to get it.
6. If you want to move the selected jiggle, hold the “Shift” key, in the meantime press the arrow key to adjust it.
7. Select the object which you want to copy. Then hold the “ctrl” key, with the mouse click the position where you want to paste, the selected object will be pasted in that position, one click to paste one, double click to paste two and you can copy many times in this way, this function is very helpful to add the buttons and beads and so on into the piece.

➤ 3.2 Create curve

It is used to draw all types of lines. It is helpful for the sketch. Here, you can define the line type, width, transparent, single/double line, if for double line; you can define the 2line gap, width and type.



Line Type:

Click the black triangle in the “line type” sheet, the system will display all line types in the pull down list as following:

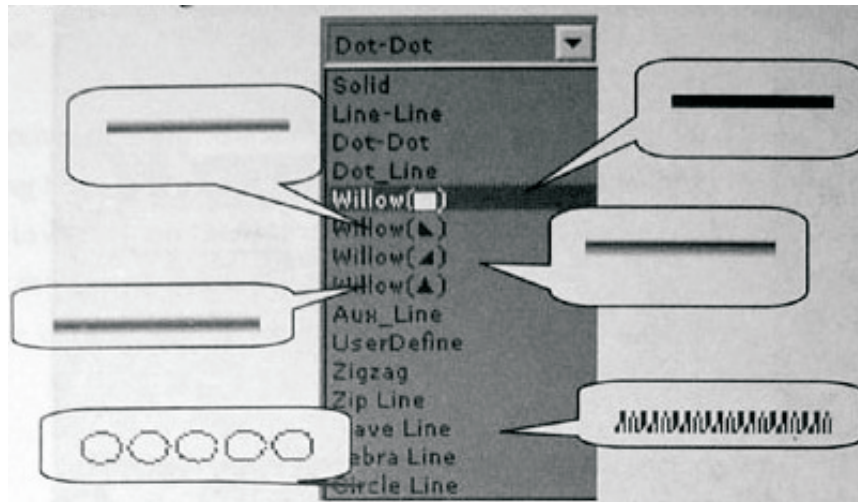
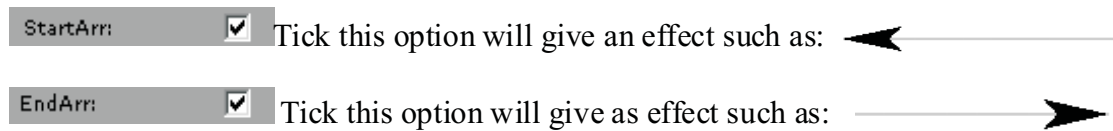


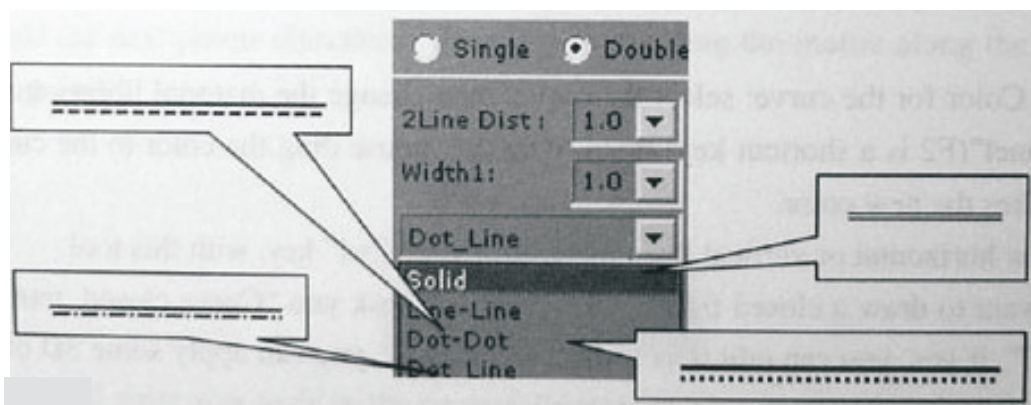
Fig 3.4

For different line types, the system will display different submenu to meet designer requirement.

Arrow:

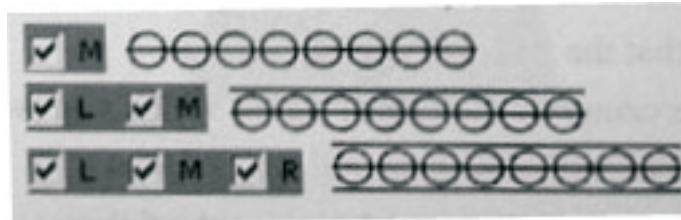


Double line



Trilinear:

When you select the last five types line, the line option will become trilinear, the following line example will explain the meaning of L,M,R: (I suppose line type is defined as “Circle”)



User define:

When you select the line type of User define, the system will popup the “User Define lines”



Fig 3.5

Here, you can define and preview the effect, in the option of “structure”, you can define the dot line structure by clicking the string.

Note:

1. The “willow line” is helpful for 3Ddesign.
2. If you select “Aux_line”, all lines you drew will be hidden when you print and output the image.
3. Change color for the curve: select the curve, then change the material into “User color panel”(F2 is shortcut key), then, with the mouse drag the color to the curve, the curve

will take the new color.

4. Can draw horizontal or vertical lines by holding the “Ctrl” key, with this tool.

5, If you want to draw a closed figure, the system will ask you “Curve closed, transform it to slice?”, if yes, you can edit it as a slice, in this way, you can apply some 3D effect to it.

6, If for the closed figure, you don’t finish it once, but three times or more (if you do a unclosed curve, press “Enter” key to confirm), in the meantime, please note, if you draw several curves to form closed figure, you’ll have to attach the next point to the previous point, in this way, you can be sure that the figure is closed.

After that, hold the “Alt” key, and then click the center of the closed figure which you want to transform to slice and click ‘OK’.

If the closed figures are two or more, the system cannot distinguish amongst the figures, you can hold the “shift” key, and then with the tool of “Create surface (common)”  pick the curve one by one to form the slice. (The slice is important, as after the curve is transformed into slice, you can apply 3D effect, on the surface. The tool of “create surface” will be explained in detail later)

7. How to draw a line with this tool:

After defining the line type and the property, you can draw a line, for example:

User wants to draw a double line for the skirt:

After defining the line, you can start the following operation:

1. Press the shortcut key “+” to zoom in the image, so that you can carry out the operation more easily.



2. For the first point, left-click onto the start point, don't release the mouse, and then drag the mouse. Now you can see red nodes reverse the cursor direction, you can adjust the cursor direction to adjust this red lines' direction, this red line's direction will decide the next points direction. (Usually you can drag the mouse along the direction of next point).

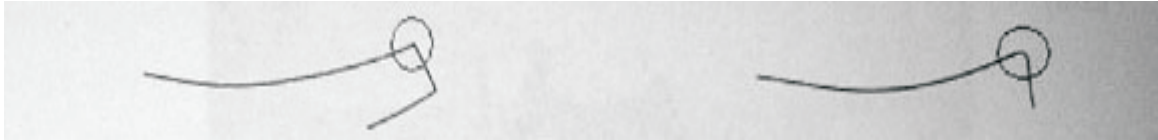


3. With the 2 point draw the second, third point.

4. If you define the line as double line, define the gap well, so that you can view the effect as shown below:



Note: During the drawing, you will find the next point direction is up to the previous point direction and if you want to turn the direction of the lines, not along the previous direction, you can press the “spacebar” key to switch it.



Press space bar to turn the direction

Without pressing the space bar

➤ 3.3 Edit curve:

When you select the curve with the tool of ‘Pick Object’, the ‘edit curve’ tool will appear on the main menu bar. At the same time, the submenu of “Edit curve” will appear in the submenu area.

In the submenu, you can re-edit the lines options, line type, color, width and so on. In the working area, you can see three nodes of the line, now you can drag or move these nodes to modify it.



1. Hold the “Z” key from the keyboard, meantime drag the node: the node will become a turned node.
2. Hold the “S” key from the keyboard. Meantime drags the node; the node will become a smooth node.
(Note: Click the line, which will display the handle)



3. Hold the “spacebar” key, in the meantime, click on the curve to add more than one node on the curve.

4. Hold the “Alt” key, in the meantime, click on the node to remove the node.

➤ 3.4 Create surface

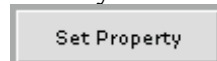
These tools are used to create surfaces. For every surface you can paste the fabric and apply 3D effect for it. Only surfaces can be done using this. For apparel it maybe formed by several slices.

3.4.1 Create surface (common)



For the use of this tool please refer to the use of “Create curve”. But with this tool, you need to draw a closed figure once.

When you select this tool, submenu will display in the submenu area:



It is used to setup the default slice attribute: (here you can define the default fabric and border)

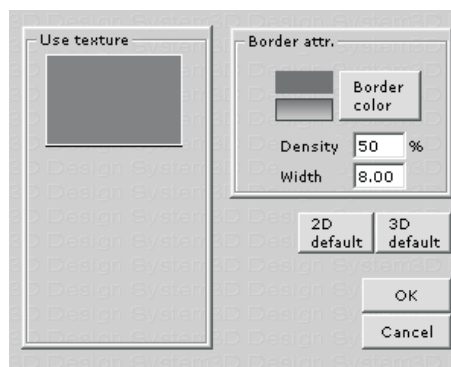
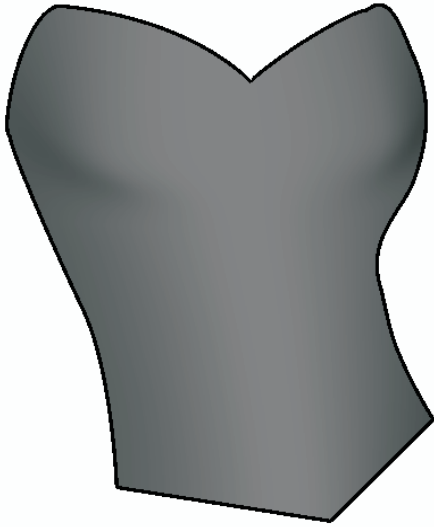


Fig 4.6

Below pictures shows the difference between 3D Default and 2D Default



2D Default



3D Default

Example: How to draw a piece with this tool

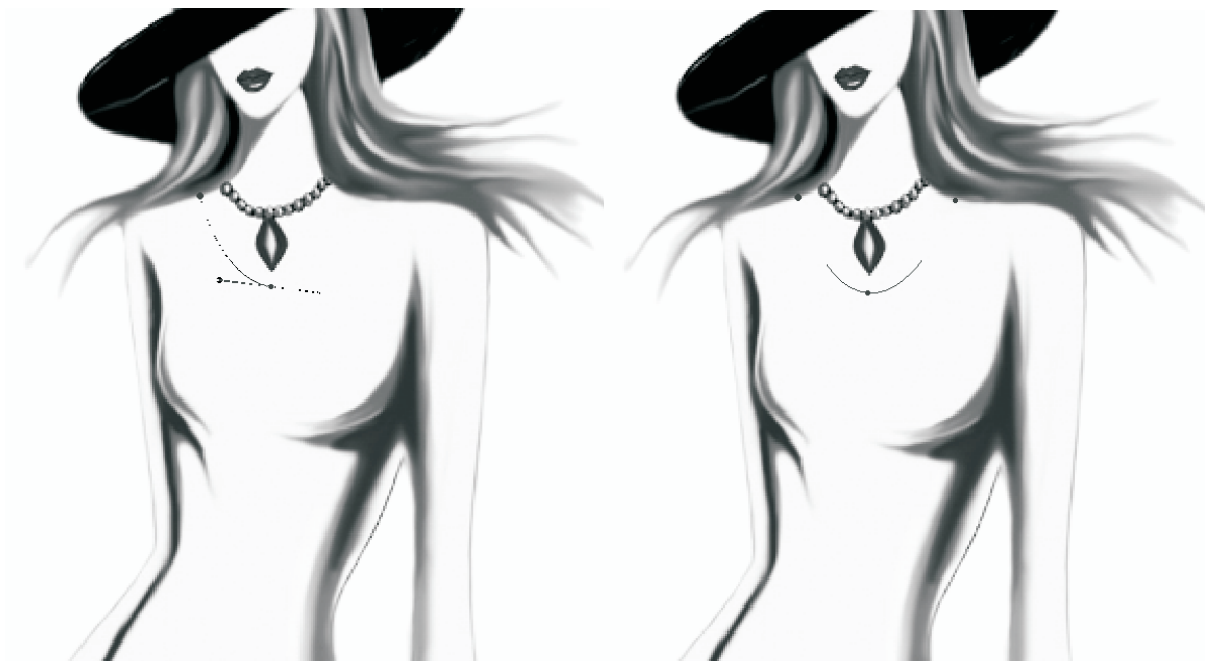
1. Choose one model from the model library, setup the “Fashion” layer as current layer.
In order to let you draw the piece more easily, you can zoom in or zoom out the image by clicking the shortcut keys of “+”, “-“, or move it with the direction key.



2. Move the cursor to the working area and click the start point. Don't release the mouse and drag it along the edge of piece, in this way, the first point is finished.



3. Refer the way of first point likewise finish second and third point, please note, when you do the 3rd point, please do it as the attached picture, drag it along the edge of the collar.



4. After finishing the third point, press the key of “spacebar” to turn the curve direction, and then move the cursor to the fourth point, click and drag it along the edge of shoulder.



5. After that, press the key of “spacebar” to turn the curve direction, continue to finish the fifth point as shown above.



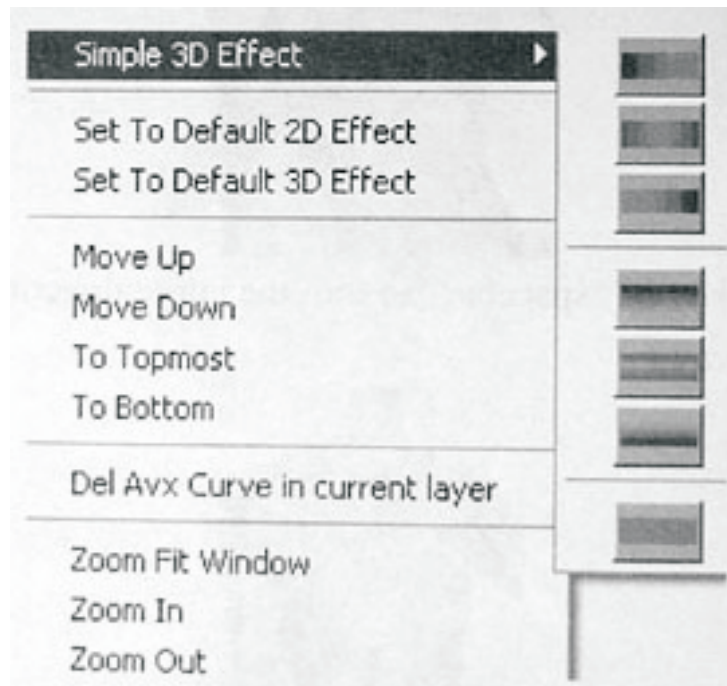
6. Repeat above operation and finish other points



7. After finishing the second last point, move the cursor to the “start point”. You can see the cursor is attached to one small black dot, now click the start point, the curve will get closed, that is to say, it already is a surface.



8. Finally, right-click the surface, you can see the pull down menu list, this menu is used to define the simple 3D effect



9. This effect provides you 7 types of 3D effect, you can select any of them to get different effects. Now we select the second type (it is common type).



Another example:

1. Using the same method you can draw a left-front piece.



2. Then, we finish the right-front piece. From the picture, you can see the left red line also is available for the right piece.

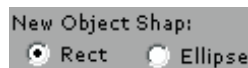


3. Cite the red line to the right piece, the operation is:
Move the cursor to the red line, the line will become blue dashed line, hold the “Shift” key, in the meantime with the cursor click this dashed line, now the line is available for the right piece.
4. Move the cursor to the next point, click and drag along the edge of the piece.
5. Repeat above operation to finish other points.
6. Finally, right-click to show the pull down menu, select the third mode of the simple 3D effect. (the left piece is the first mode)

If you forget to add the simple 3D effect for the surface at that time, you can do it later with the tool of “Rescale surface’s grid” , when you click this tool, you can select the simple 3D effect from its submenu.

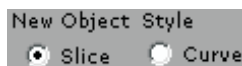
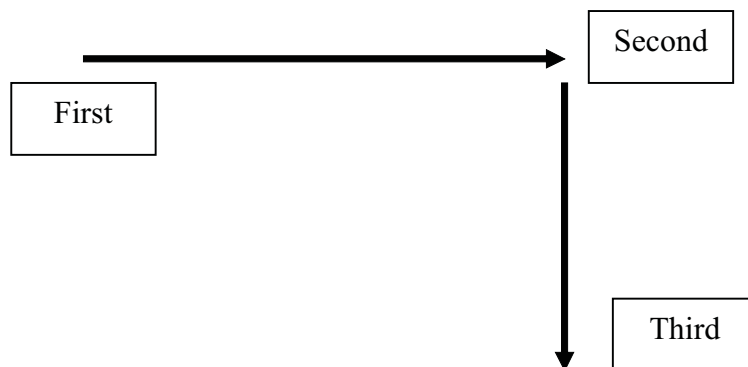
4.4.2 Create surface (rectangle)

It is used to draw a rectangle or an ellipse surface or a curve. When you select this tool, the system will display its submenu in the submenu area:



Here, you can select to do a rectangular or an ellipse surface

The operation is: three clicks to define the rectangle and ellipse length and width:



Here, you can select a slice or curve. If it's a slice, you can do the 3D effect for it, if it's a curve, it just shows it as assistant lines.



Here, you can define the background as a surface, and then paste different kinds of material on it and also apply the 3D effect for it.

3.4.3 Create surface (comm. Obj)

It is used to create the common parts of apparel. When you select this command, the system will display its submenus in the submenu area:

 **Comm** It is used to create the common parts in the working area.

 **Spec** It is used to create the special parts in the working area.

 **.....** It is used to load some other parts from your folder.

Operation:

1. The operation is same as Fig4-7 to define the parts sizes. (Holding the key of “Ctrl” you can make the rectangle either horizontal and vertical)
2. Holding the key of ‘Shift’, then left-click in the working area, and you will get the original size.
3. You can save the new object into the system library, the operation is: select the new parts with the tool of “Pick Object”, then select the command of “Save component”. In this way, many parts are used to quicken your sketch.

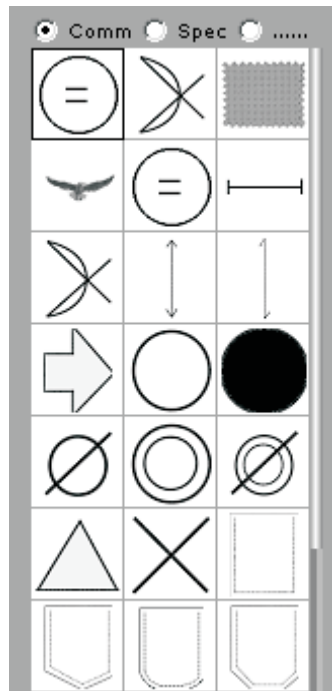


Fig 3.8

➤ 3.5 Modify clip border:

It is used to modify and clip the borders of surface. Click the triangle near the tool; you can see this tool has two sub tools.

 It is used to modify the borders of surface.

 It is used to create the hollow area, this area would not fill the colour and fabric.

3.5.1 Modify clip border



It is used to modify and clip the borders.

Example:

Now we want to modify the borders of the following apparel:

1. Select the apparel with the tool of “Pick Object”



2. With the “Modify clip border” tool, drag the red nodes directly to make it suit to the body or you can drag the borders directly to modify.



3. You can modify the shape of the border by adjusting the handles. (Clicking the border will display the handles)

Holding “Z” to adjust will make the border turned...

Holding “S” to adjust will make the border smooth...

Hold the “Spacebar” key and, click the border to add a node.

Hold “Alt” key and click on the border to delete the node.



Example 2: How to divide the pieces?

Operation: Holding the key of “Ctrl”, then with the modify tool to draw a divided line.
(the start point and end point of divided line should be lying on the border of piece)



Now you can see the piece has been divided into two parts.



Holding the key of “A”, then move the divided line with mouse, You can see one piece has already become two pieces.



3.5.2 Add new clip border

It is used to create the hollow area. When you select this command, you can see its submenu:

 **Inner Visible** Select this option, if you want to fill the fabric in the hollow area.

 **Inner Invisible** Select this option, so that it doesn't fill any fabric in the hollow area.



After giving the hollow effect, you can use the first tool  “Modify clip border” to adjust the border.

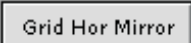
➤ 3-6 Rescale surface grid

In order to get the 3D effect, you first need to edit the grid. The System has two ways to get the grid, one is to cite the standard grid, the other is to create the special grid by yourself.

Standard Grid:

The standard grid is mainly the common grid, for the shirt, skirt and so on. You can also add your standard grid here, and it will quicken your design.

Select the object on which you want to do 3D effect, then click the tool of , then you can see its submenu as following:

 It is used to mirror horizontally the cited standard grid.

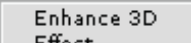
 It is used to mirror vertically the cited standard grid.

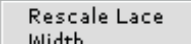
 It is used to open and cite the standard grid.

 It is used to open and cite other grid which you have saved. If for some common grid you can save it in the standard grid library.

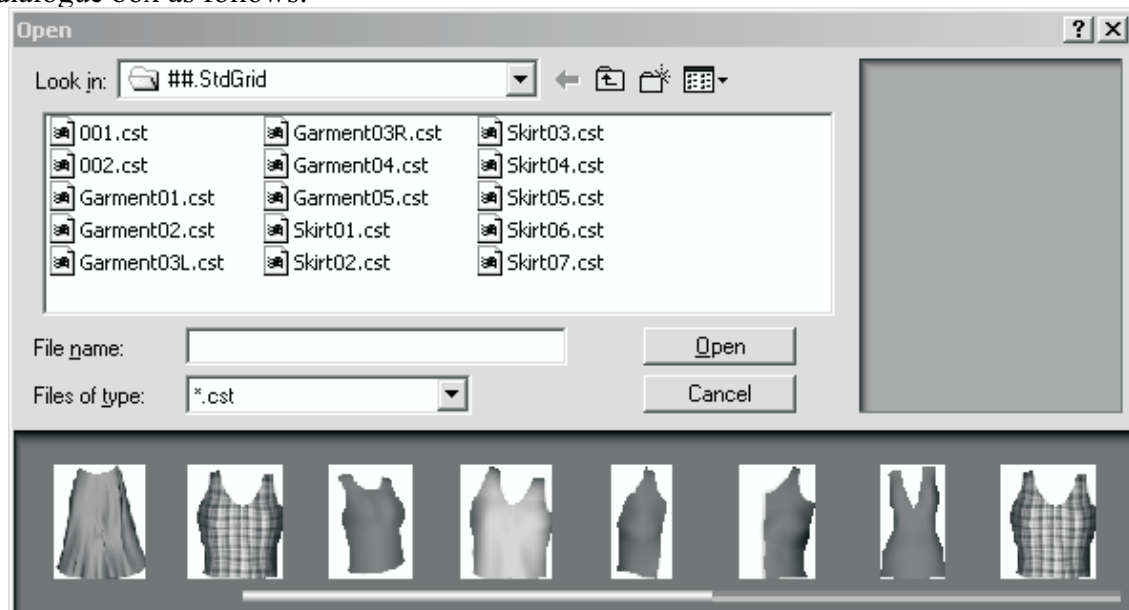


They are used to create the simple 3D effect. These simple 3D effects are helpful for further adding and editing the grid.

 Click this button to enhance the 3D effect.

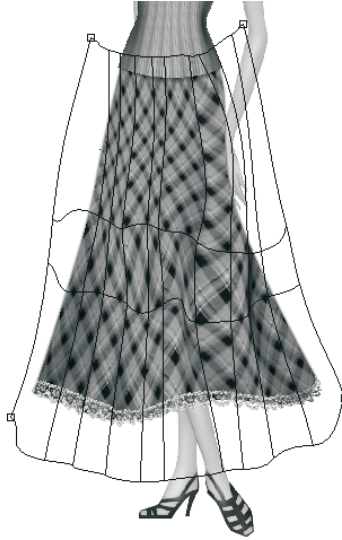
 It is used to rescale the lace width.

When you press the button of “Cited Std. Grid”, the system will display the dialogue box as follows:



Double click the grid which you want to make changes:

Here, we can rescale the grid size (when the cursor becomes double arrows), rotate it and mirror horizontally or vertically.



After adjusting, we get the following effects:



➤ 3.7 Edit surfaces grid

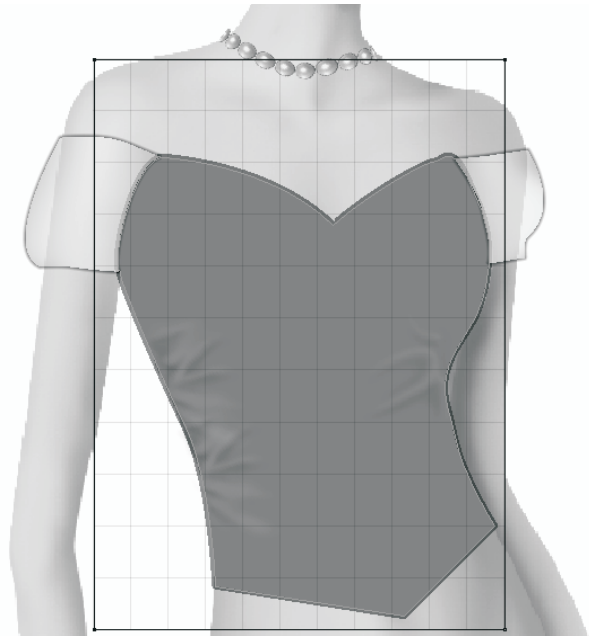
A suited grid is very important, it decides the 3D effect, so in many ways. You have to edit the grid by yourself to get a vivid effect.

When you select this command, the system will display its submenu as following:

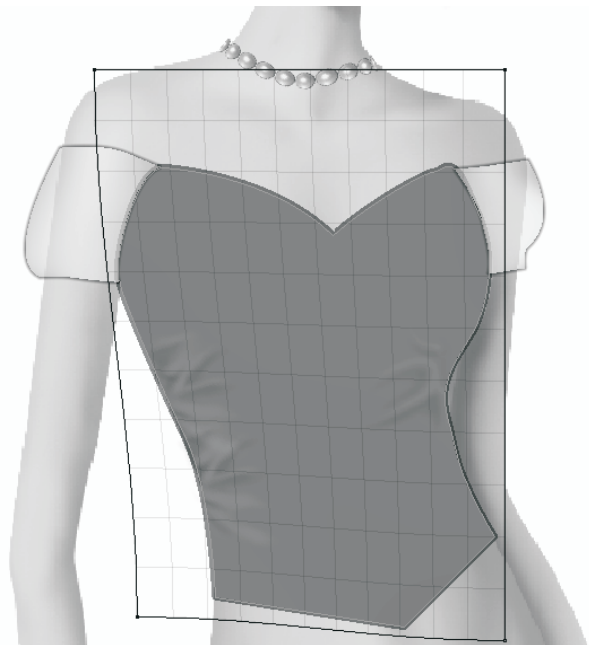
AuxCurve Count	10	It is used to define the number of Auxiliary lines.
☒ Show Height Curve		It is used to show/hide the Height curve.
Curve Smooth		It is used to make the grid curve smooth.
Height Smooth		It is used to make the height curve smooth.

Example: How to add and adjust the grid for the piece.

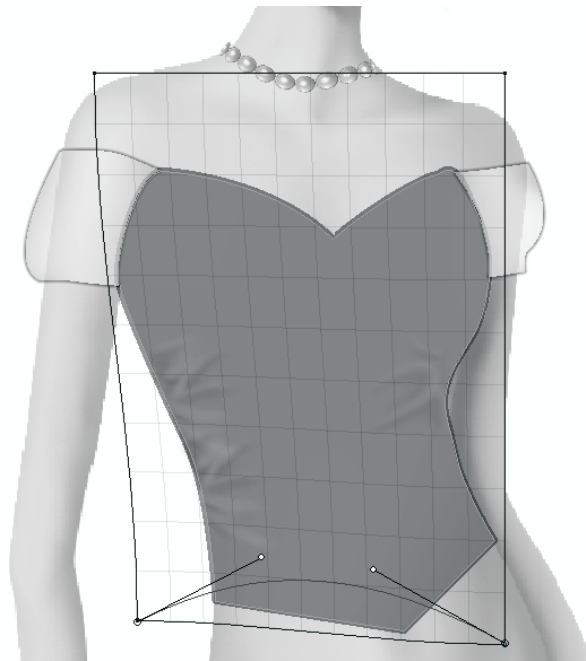
1. Select the model and design the apparel for it, then click the tool of , and the system will add a square grid quadrate.



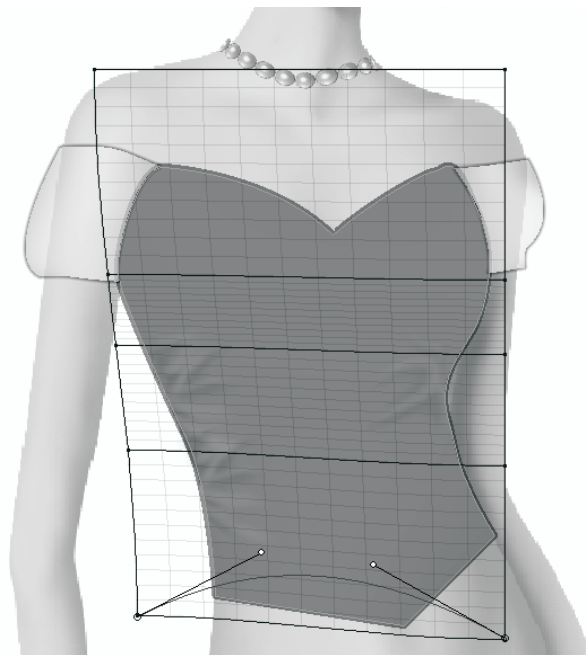
2. Drag the blue adjusting point to adjust the outline of grid to suit to the body.



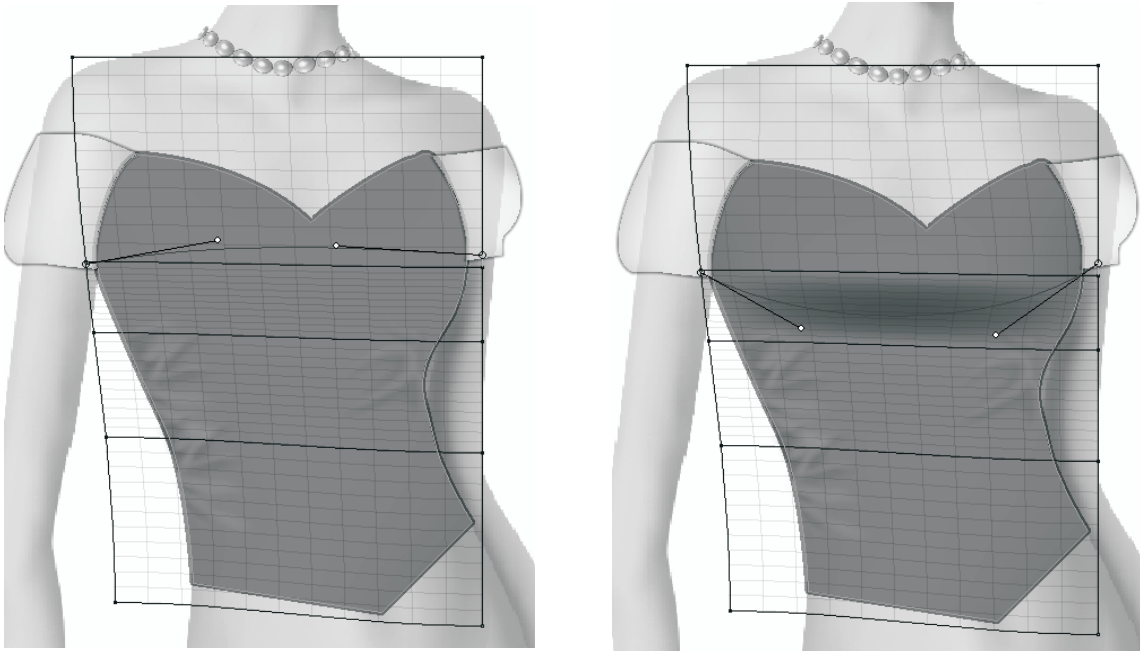
1. Click the grid line, the system will display the red height line, you can drag the height line directly to get the 3D effect, or you can adjust the handle of the height line.



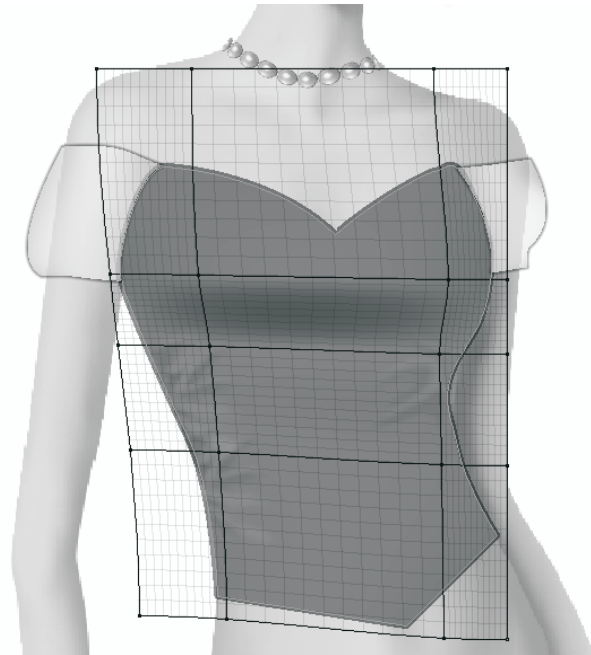
2. As you know, the body is composed by several sections; therefore in order to get the more realistic 3D effect, we need to add some horizontal and vertical grid lines for it.



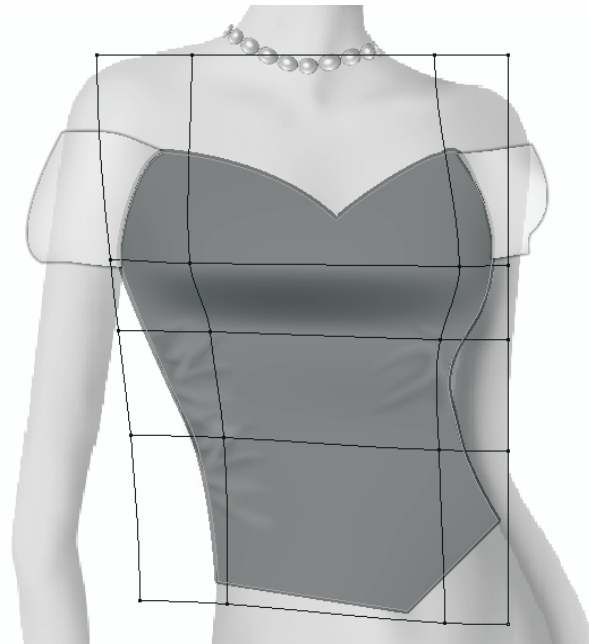
5. Adjust the height line to get different 3D effect; the line is higher, the effect is stronger.



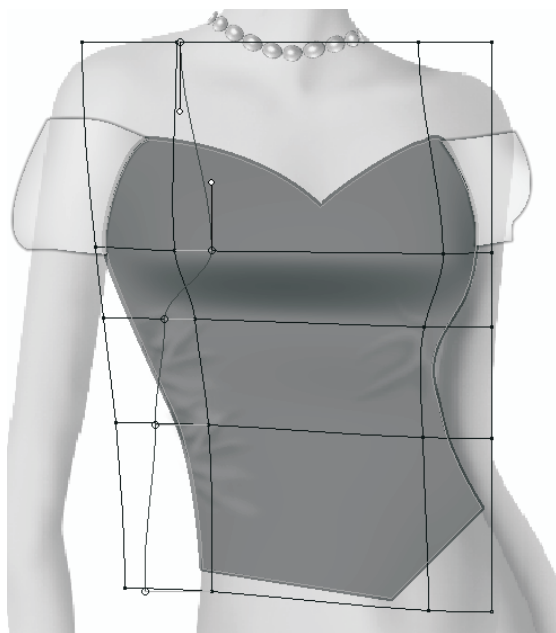
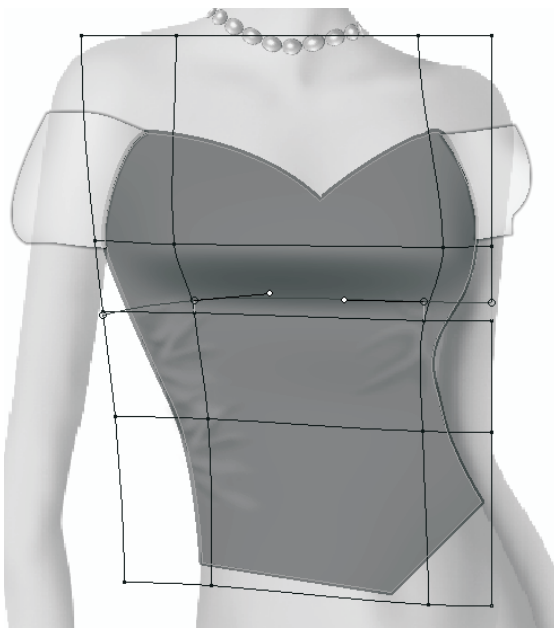
6. After the horizontal grid line, now we add vertical grid for it.



7. In order to see the 3D effect more clearly, now we setup the number of Auxiliary line as 0.



8. Adjust universally the vertical and horizontal 3D effect.



Note: You need to adjust the shape of the grid well before you add the grid lines.

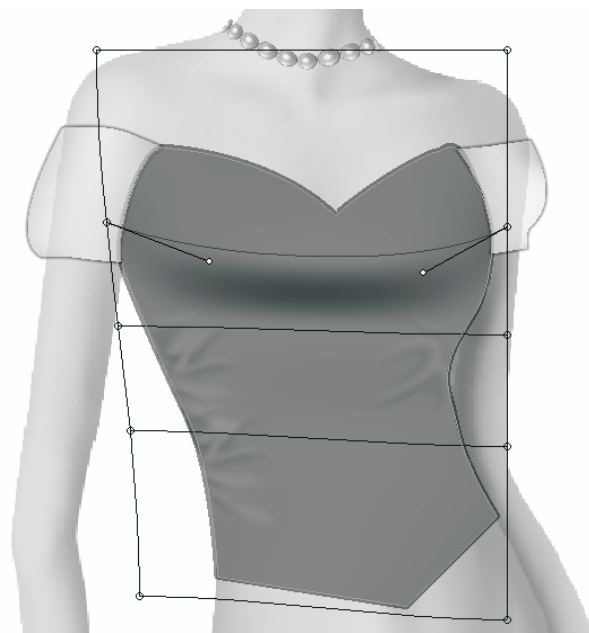
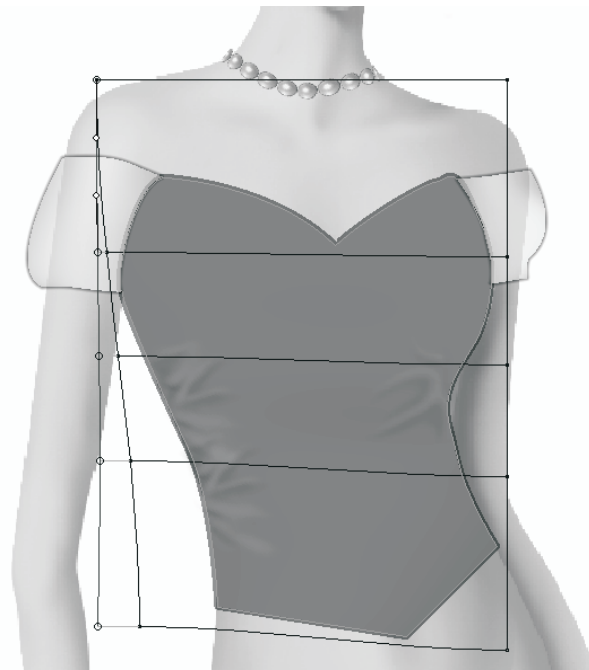
1. You need to adjust the shape of the grid well before you add the grid lines.
2. Don't add too much grid lines for the model, it will be difficult to adjust them.

Further explanation:

(1) Grid line

Adjust the grid line "1", such that the area of 1 and 2 are affected.

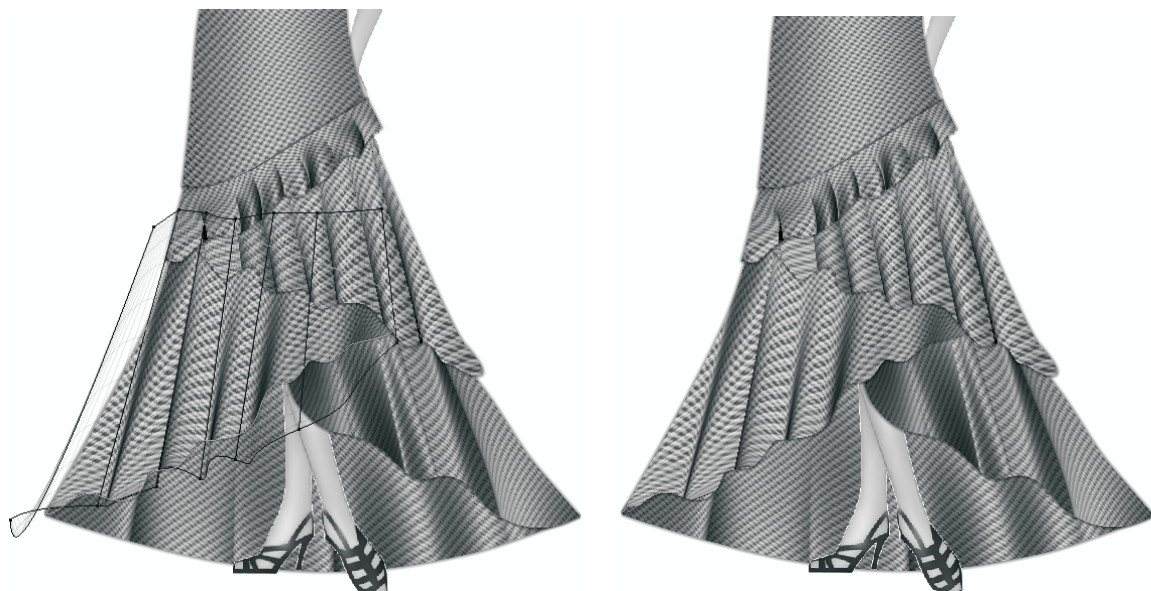
Adjust the grid line "2", such that the area of 2 and 3 are affected.



More examples:



Bumpy height line to get the folder effect



Twisty height line to get the overlap

➤ 3.8 Edit Clip

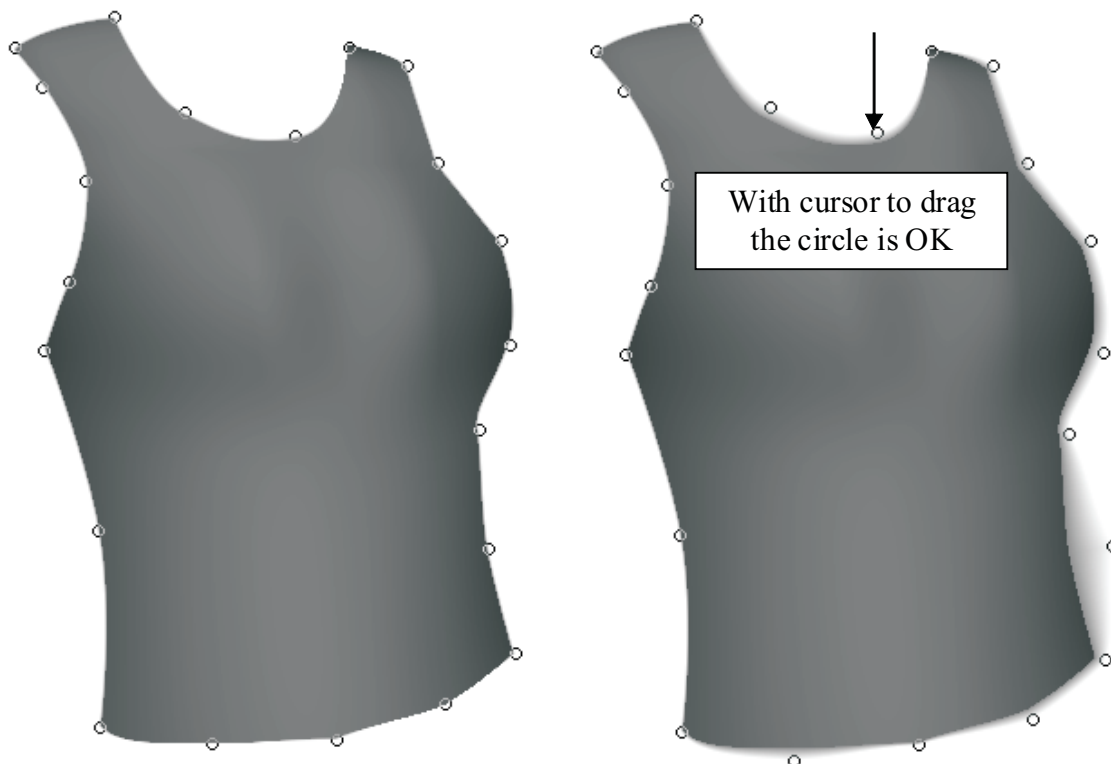
3.8.1 Edit Clip Border

It is used to edit the border effect. When you select this command, the system will display its submenu as following:

 **Border Width** It is used to redefine the border width.

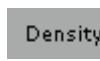
Operation:

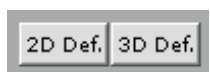
When you select this subcommand, the working image will display as following:



 **Set Border Attr.** It is used to define the border attribute. When you select this option, the system will display its submenu as following:

 **Border Color** It is used to setup the border shape (solid or shadow) and colour.

 **Density** 50 % It is used to define the density of the shape.

 **2D Def. 3D Def.** It is used to define the shade attribute of 2D and 3D.

3.8.2 Edit border line

It is used to add the stitch trace for the design drawing. When you select this command, it's subcommands will display in the submenu area as following:

 **Def Line On Border** It is used to define the attribute of the stitch line. You can define the line style and width, color and transparency from its subcommand.

Operation: Click the lines which you want to add stitch line as following, and then double click nearby the yellow circle: the position which you double click will decide the distance and direction of the stitch line.

 **Modi Distance** It is used to modify the distance of the stitch line.

Operation: With the cursor drag the nodes directly to modify it, if you want to remove the stitch, you can double click the nodes.

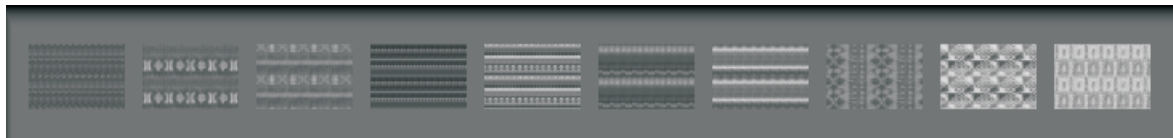
Press 'shift' button to move all the width equally.



➤ 3.9 Texture Table



The system provides you with a abundant fabric library, select the solid color from the menu of “Library – Texture”, move the cursor under the screen, you can see the fabric as following:

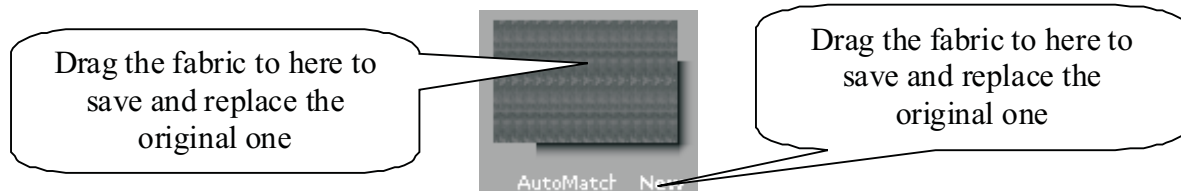


New

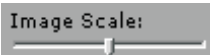
Operation:

There are two ways to fill the fabric for pieces.

1. Drag the fabric from the library to the pieces directly, in this way, if you have two or three separate pieces you fill the same fabric, once you change one of them. Such as rescale the pattern, transparence, rotated and so on, the others don't change together with it. But in the second way, you can let all same fabric change together.
2. First, you have to save the fabric from the library to the system; the operation is to drag the fabric from the library to the text of “New”.

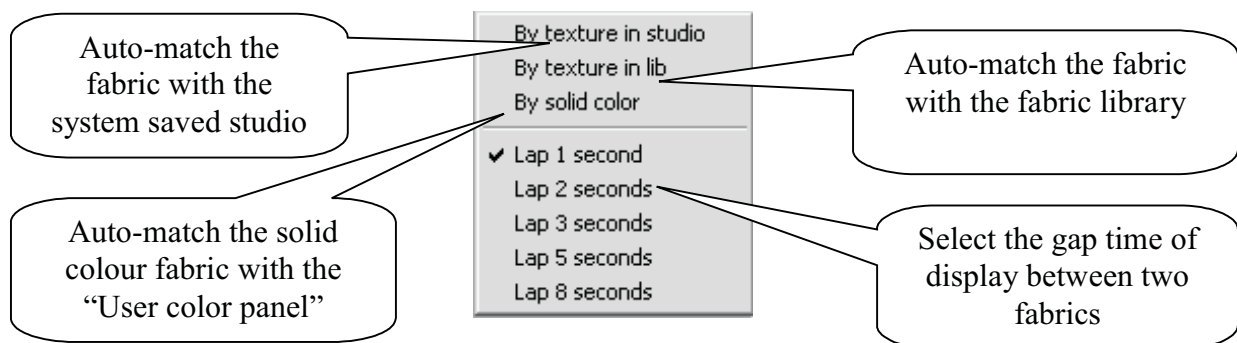


You can also drag the fabric from the system saved to the selected pieces to fill them. Once, one piece is changed, all similar fabric will be changed together.

You can rescale the fabric pattern size from its subcommand: 

Automatch

Nearby the test of “New”, you can note the text of “Automatch”. It is used to match the fabric and color automatically, like this, you can view and select what you like. When you click it, you can see its subcommand as following:

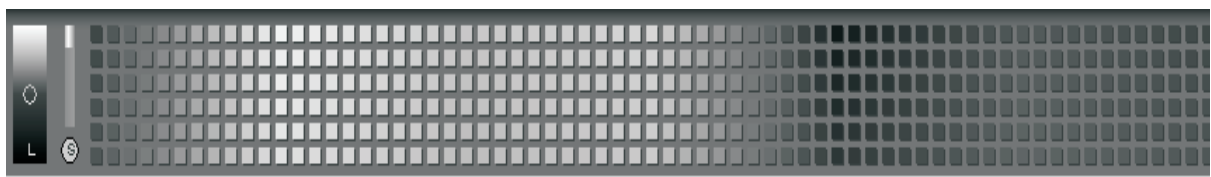


After you clearly define, the system will auto-display the matched fabric one by one, following is a sample when you create some fabric in the system saved studio, select right piece, then select the mode of "By texture in studio". If you want the left and right piece to change together, you can select two pieces simultaneously, then select the command of "Automatch", if you want the action of match end, you can single click the working.



Note:

If you want to give colour to the fabric, you can select the user color panel from the menu of Library, after that, move the cursor under of the interface, you can see this color library as follows:

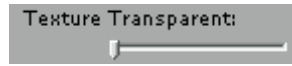


1. If you want to move the pattern of the fabric, you can do that with the cursor by moving it directly by holding the "Shift" key.
3. If you want to cite the fabric from other pieces, you hold the "Ctrl" key and click the piece.

➤ 3.10 Rescale Texture



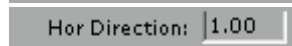
It is used to adjust the fabric transparency. Times and angle of the fabric is filled into the piece. When you select this command, you can see its submenu as following:



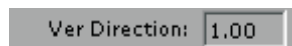
It is used to adjust the texture transparency.



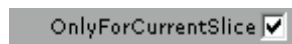
It is used to adjust the texture rescale times.



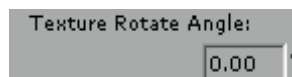
Adjusting times only for horizontal direction



Adjusting times only for horizontal direction



It asks you if you want to adjust only for the current selected slice.



Its used to adjust the angel of texture.

Please note, after you adjusting all parameter well, you need click the icon of  to give effect.



Original



Rescale



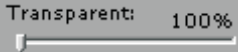
➤ 3-11 Create text

It is used to create the text and label for the image.

3.11.1 Create text

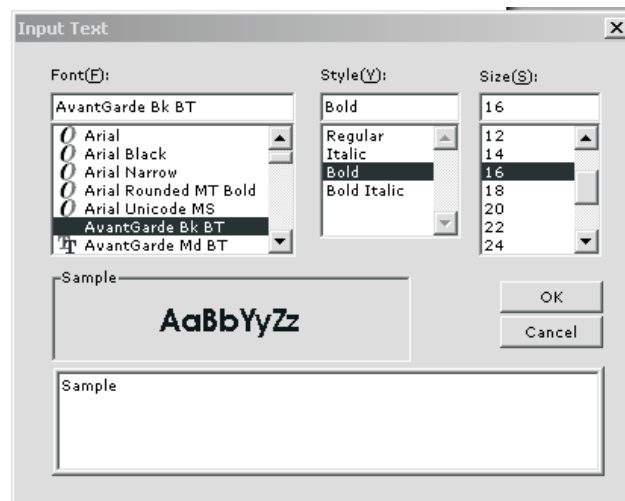
When you select this command, you can see its submenu as Follows:

TextColor:  It is used to define the text color, by clicking the red rectangle, inside you can select many colors.

Transparent:  100% It is used to adjust the transparence of text:

Operation:

Click the place where you want to create text, and the system will popup the dialogue box as follows:



Following figure is a sample of the text. Here you can rescale and rotate it as you need. If you want to modify the text, you only need to move the cursor to the text and click it to come back to the edit dialogue box.



3.11.2 Create Note:

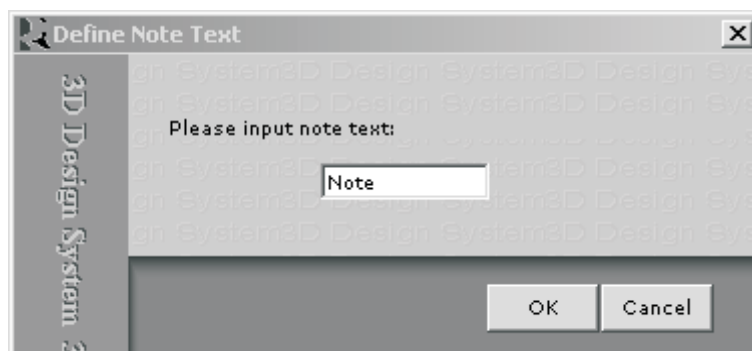


Operation:

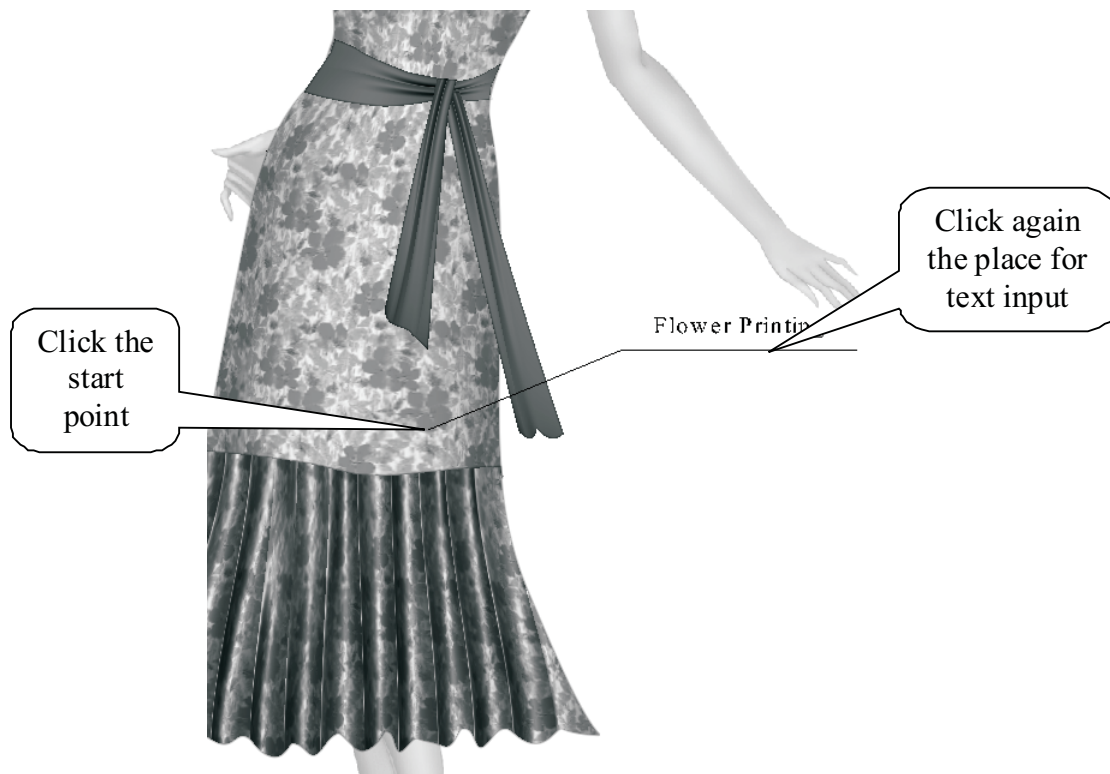
Define the colour here:



Click the start point of label, drag and move it to suit your need, click again place where you want to place the text, the system will display the dialogue box as follows:



You can place the note text here.



➤ 3.12 Pick Colour



It is used to pick colour, create fabric or define print, output and copy area.

Pick color

When you click any color of the interface with this interface using this tool, the submenu area will display the current colour info as fig3-14-1, in the meantime, the system will popup the shortcut menu as Fig.3-14-2:

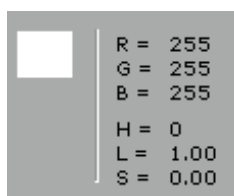
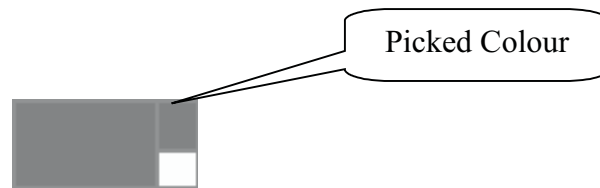


Fig 3.14.1

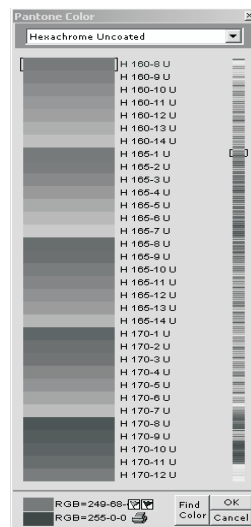


Fig 3.14.2

As Reserve Color For Late Use: It is used to save the picked colour into the colour panel and re-load it as you need.



Find Near Pantone Colour: When you select this command, the system will auto find and display the colour code as following:



Create New Texture By This Colour: when this command, the system will add texture with current colour, when you click the tool of “Texture table”, you can see this colour texture there.

As Default Curve Color: When you draw a curve, the curve colour is the current picked Color.

Define print, output and copy area

Holding the “Ctrl” key, simultaneously, draw a rectangle area with the mouse, the system will popup the shortcut menu as following:

Print The Selected Field: It is used to print the selected area.

Output The Selected Field: It is used to output the selected area, the output format can be *.bmp, *.jpg, *.psd, and *.tif.

Copy To Clipboard: It is used to copy the selected area: You can paste it in the current system or in the Photoshop, word and other systems.

Create fabric

Holding the key of “Shift”, then draw a rectangle area, the system will popup a dialogue box ask you if you want to create a new texture in the selected area?

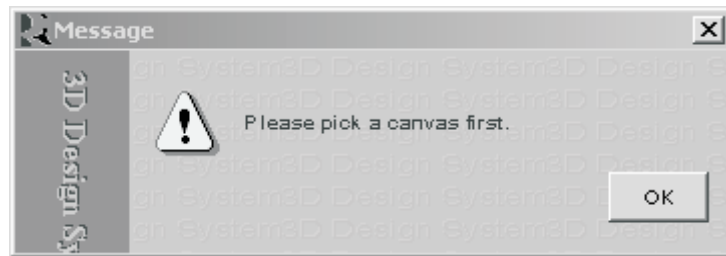


Click “Yes”; you can modify this texture in the E-Material Studio and save it into the texture library.

Anytime, if you right-click in the working area, you can select the command to zoom in and zoom out the current image.

CHAPTER Four E-PHOTO STUDIO

Once you click this icon , the image becomes colourful , it means you are using the E-photo studio. This studio is a special feature to modify the scanned image, change fabric for the model, create and modify accessories and so on.



You can select a bitmap picture, by clicking the photo studio icon directly to enter, if you select the vector picture, first you have to transfer it into a bitmap picture. The operation is: select the vector image with the “Pick Object” tool which you want to edit in the photo studio, then right-click, you can find the command “convert picked object to canvas” you would see the vector image would have become a bitmap picture, now you can enter the photo studio and edit it.

In the photo studio, you can do the following operations:

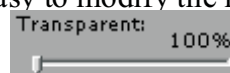
1. Cut material
2. Transparence for some area
- 3, Modify pattern
- 4 Adjust the hue and light of colour
5. Transform
6. Change fabric for model
7. Kinds of drawing Pen

.....

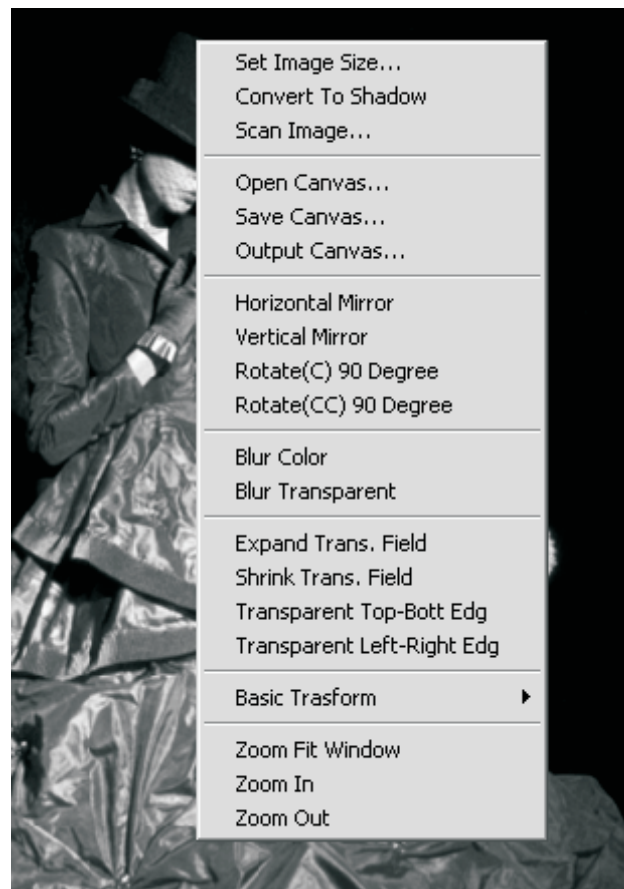
➤ 4.1 Set canvas

It is a basic tool for the photo studio; with this tool it is easy to modify the image

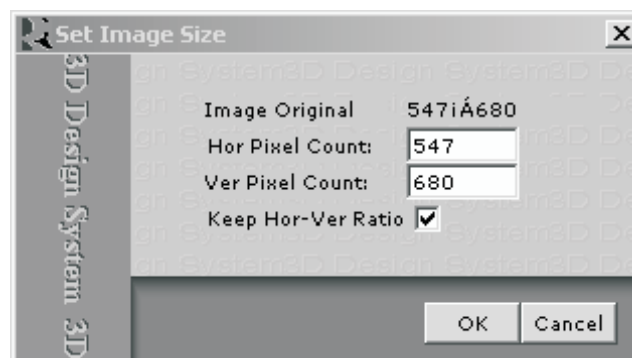
transparence by dragging the slide from its subcommand:



When you select this tool and right-click on the working area, the shortcut menu will display as follows:



Set image size: When you select this command, the dialogue box of image size will popup, you can edit it here:

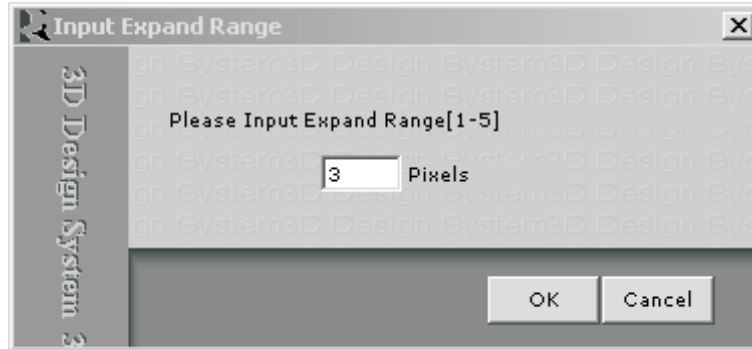


Convert to shadow: This function is specially designed to convert the current image into shadow; here you can do the texture of fabric to shadow.

Blur color: It is used to make the color transition smooth; it is a special feature for the scanned image.

Blue Transparent: It is used to make the transparence transition smooth.

Expand Trans. Field: It is used to expand the area of transparence. When you select this command, the system pops up its dialogue box as follows:



➤ 4-2 Clip Image

This group tool is used to define edit area by clipping it.

4-2-1 Normally

It is used to define the rectangle clip area, the operation is same to “Add new clip border” in the E-style studio.

After you define the area well, you can confirm it by clicking the icon , if you want to cancel the clipping; you can do it by clicking the icon .

4.2.2 Advanced

With this tool, first you have to define a rectangle area, and then you can modify this area by dragging the four nodes.



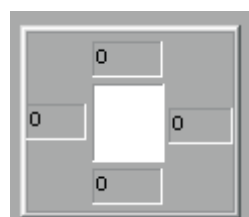
4.2.3 Expand the canvas

This is the third way to expand the canvas area. When you select this command, the system will display its submenu as following:

 **Image Size:**
5471x680 The original size of the image

 **Percentage(%)** It is used to define the area with the number of percentage of a image

 **Pixel Count** It is used to define the area with the number of actual pixel.



You can define the area from top, bottom, left and right to expand the file size.

 **Transparent** It is used to define whether the remove area is transparent or not.

4.2.4 Shift

This tool is very useful for material studio, using shift, we can check and modify the connection of borders, and then make it form the texture.

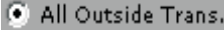
 **To Left** 50
To Top 50 You can define the distance of shift here, then; you can modify it by the help of Photoshop and painter.

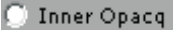


➤ 4.3 Edit Image Alpha

It is used to do some hollow effect for the image.

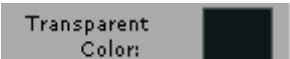
4.3.1 By area

It is used to draw an area and let it appear hollow, the operation is similar to the “create curve”. After defining, you can select  or  to form the hollow area, then click  to confirm.

 It's used to give a hollow appearance of the inner image selected into the original.

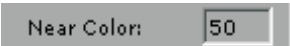
4.3.2 By colour

It is used to give a hollow look to the image by selecting a particular color.

 It is used to define the colour with which you want to give a hollow look.

You can pick the color with the tool of . Click the color, then select the first menu from the shortcut menu., this way, the picked colour will be saved into the colour panel.

When you click the color square, you can see the picked colour:  you can let it be as current colour by clicking it or holding “Shift” key, you can let the picked colour turn to transparent colour directly.

 It is used to give a hollow look using color range.

Note:

1. In order to distinguish transparent area, it displays the background colour as transparent area; you can define the background colour by clicking the tool of .
2. Holding “Shift” key, you can pick up two or more transparent colours at the same time.

➤ 4.4 Color management

These groups of tools are specially designed for changing and adjusting the colours.

4.4.1 Change Tone

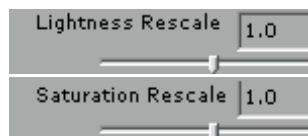


It is used to change colour. First you have to pick up original color and setup the new color with the following option: , the left means the original color, and the right means the new color.

Edg Fuse Pixel: It is used to define edge fuse range and make the border transition smooth after change of colour.

Auto Change Tone When you click it, the system will popup its submenu. After defining the time of gap and, select “start to auto color”, all colours of the image will start to change automatically.

4.4.2 Change Lightning Saturation:



It is used to change the lightness rescale to get different effects.

It is used to define the colour's saturation

4.4.3 Colour Balance



It is used to adjust the trend of the colour.

It is same with the tool of “Edge Fuse Pixel”.

➤ 4.5 Draping

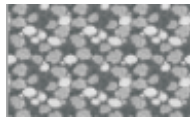
This tool is used to change color and fabric for the photo or scanned image. When you select this command, its subcommand will be displayed as follows:

☐ View Effect It is used to hide the grid and view the draping effect;
☒ Define Clip Field It is used to define the area where you want to do draping.
☐ Define Grid It is used to define the grid; the fabric is draped according the direction of grid.

It is used to define and split the grid.

It is used to define the draping effect in 3D or 2D.

☒ Edg Refu If you want to get a bland border effect, you can use this function.



The current draping fabric will display here, you can drag different fabric from the texture library and replace it.

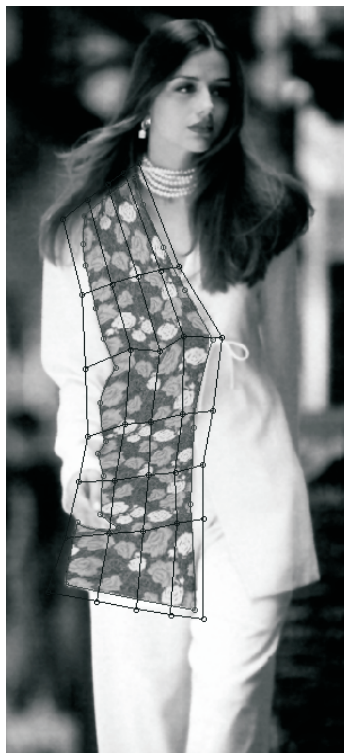
It is used to rescale the pattern of fabric.
 ° It is used to rotate the pattern of fabric.
 % It is used to adjust the light to get different effects.
 % It is used to enhance the 3D effect.



It is used to cancel the previous operation.

Operation way:

1. First select the option of ☒ Define Clip Field then you can start defining the draping area.
2. Then transfer to tire operation of ☐ Define Grid to define the grid, after that, draw a rectangle and make it, cover the area of draping.
3. Adjust the rectangle. Make it suit to the body and the direction of original fabric.
4. Split the grid for the adjusted rectangle, after that, you can adjust the small grid to meet your requirement. If you are satisfied with the adjusted grid you can save it, the way is: right-click in the working area, then the system will popup the shortcut menu, select "Save BorderGrid..." as ok.
5. Define the parameters of Light and Effect Add.
6. Define the fabric from texture library or color panel, then define the fabric parameter such as rotate, rescale and so on.
7. Finally, drag the fabric to the working area and click ☐ View Effect .



Note:

1. The direction of grid decides the direction of fabric.
2. For the complex style, it is better to do draping part by part. You can finish it by repeating this operation several times.
3. By right-clicking on the working area, you can save, open and copy the grid.

Questions:

1. How to do draping for the style with printing and knitting fabric?
For this function, if the original fabric is a solid color, it is very convenient in changing the fabric; if the original fabric is printing texture, the new fabric in draped style will be affected by the original pattern.

2. How to get better effect in these styles:

A. If the pattern of original fabric is small, you can use the “Soften” pen to make the pattern soft and become almost solid color fabric then do draping for it.

B. If the pattern of original fabric is big, enter the material studio, holding the key of “Alt” and with the “Clone” Pen to draw a rectangle area, this area is better if it is solid colour area, make this area as a clone pattern, and make the big pattern to change according to the solid color, after that, do draping for this color.

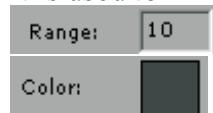
3. How to reserve some parts from the selected area.

If you just want to change fabric of the clothes of the model, but don't want to change the adorn of arm, pocket and so on, you have to define the area to protect them not to be changed, the operation is: Holding the “Spacebar” key, meantime, define the “protect area”.

➤ **4-6 Fill colour:**



It is used to fill colour and define the transparent color and area.



It is used to define the colour range.

To fill color display here, you can hold “Shift” key and pick up the color from the image, the picked color will be displayed here.

Hold the “Ctrl” key, and simultaneously, pick up the color, the area of this color range will become transparent.

Holding “Alt” key, you can define the transparent color range.

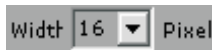
➤ 4.7 Pen

The drawing pen includes colour pen, hue pen, clone pen, trans-pen, lighten pen and soften pen.

4.7.1 Color Pen:

It is used to fill the image with the current colour.

You can pick the colour (holding the “Shift” key) as the current colour or define the colour from here: 



It is used to define pen width.



It is used to adjust the pressure of pen.

4.7.2 Hue Pen:

It is used to change the hue of original color.

4.7.3 Clone Pen:

It is used to clone the color and pattern. The usual operation is: holding the “Alt” key, click the place to define the start point of cloning and release the “Alt” key, move the cursor to the new place to define the start point of clone, press the mouse and drag it, you can see now the picture display the cloned color and pattern.

If you want to clone an area, first you need to define the area by holding the “Alt” key, and drag a rectangle to form the area.

Note:

1. The transparent area won't be cloned.

2. This clone pen is used among these three studios; you can define the clone area in the photo studio and do cloning in the material studio and so on. But different studios has different way to define the clone area.

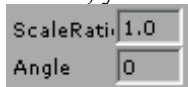
E-style studio: Holding the key of “Alt”, then the tool of “Pick Object” to define.

E-material studio: Holding the key of “Alt”, then with the tool of “Clone pen” to define.
Holding the key of “Alt”, then with the tool of “Pick Object” to define.

E-photo studio: Holding the key of “Alt”, then with the tool of “Clone pen” to define.
Holding the key of “Alt”, then with the tool of “Pick Object” to define.

Question: How can I modify the clone pattern (cut, rotate, transparency and so on)?

First, select the tool of “Pick color” holding the key of “Shift” and with mouse drag a rectangle to select the area where you want to modify, the system will make this selected area form a material, then you can do any modification in the material studio, after that, define the cloned place of the modified material, come back to the photo studio, you can clone the modified pattern.



You can define the clone scale and angle here.

In the meantime, you can select only to clone the color, hue, lightness, transparency and color transparency from its submenu.

4.7.4 Trans Pen:

It is used to adjust the transparency for small area, for a big area, you can do it with the tool of “Edit image Alpha”.

4.7.5 Lighten Pen

It is used to lighten or darken the image to enhance the 3D effect.

4.7.6 Soften Pen

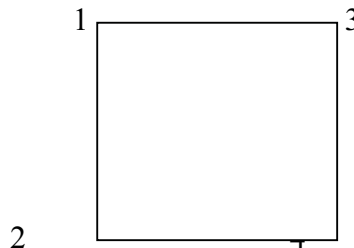
It is used to make the border of different color transition smooth.

➤ 4.8 Local skew

It is used to transform and skew for the image. Such as we can make the model's leg longer, the waist thinner and the square collar to round collar and so on. When you select this command you can see its subcommand as follows:



It is used to define the area which you want to transform or skew. The operation is:



It is used to define the target shape: you can drag and move the nodes to meet your requirement.

Example:



➤ 4.9 Pick Colour

For the usage of “Pick Colour” please refer the explanation of 4.12.

➤ 4.10 Load Other Systems

4.10.1 Call Photoshop

While designing, if you need the help from Photoshop, you can click this icon and enter Photoshop system and do the operation that you need, then click “Save” from the menu of “file”. You can see the image in our design system is changed at the same time. For this function, first you have to be sure that Photoshop is installed.

CHAPTER Five: E-MATERIAL STUDIO

This studio is specially designed for modifying the material, including solid color material, woven material, printing material, knitting material and so on. This studio is also useful for modifying the scanned material and get new style material based on original one. It is a good assistance for the designer.

Enter the E-Material studio



1. The one solution is to click the icon of  directly.
2. Another solution is to select the command of “Texture table”, and then double click the material in the E-style studio.

➤ 5.1 Set Texture's Dye

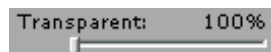
This tool is used to setup and modify the attribute of texture, such as knitting effect, leather effect, printing effect and so on.

Select this command: you can see there are three kinds of dye layers, including “solid color”, “pattern” and “shadow follow”:

Upon pressing this icon, the current layer will become solid color layer.

Upon pressing this icon, the current layer will become pattern layer. First you can add a new layer, and then select this command. The system will remind you to select one pattern as the texture, this pattern including dye pattern, knitting and leather pattern. It is easy to finish different texture.

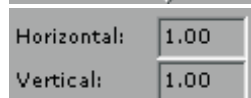
By pressing this icon, the current layer will become shadow layer. First you can add a new layer and then select this command. The system will remind you to select a *.dye file as the current layer, you can select it from the library. (Library— Texture— Material).



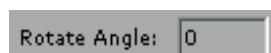
It is used to adjust the transparence.



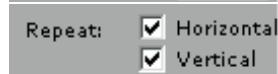
It is used to adjust the pattern or shadow size.



It is used to adjust the pattern size in horizontal and vertical direction.

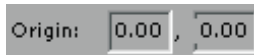


It is used to rotate the pattern or shadow.



All materials are formed by repeated pattern unit, here you can

define it only by repeating in the horizontal or vertical direction, or if the material is a lace, you only need to select horizontal.



It is used to select the original coordinates for the pattern.



After you define all parameters, please click this icon to confirm.



It is to scan the material and you can modify the scanned pattern in the current studio.

After you created and modified the new material, you can click here to save it to the texture library, the extension of the file should be *.txt.

Example:

1. Leather effect

First, scan or open a pattern, add one new solid color layer onto the original layer and named in solid color shown in the picture.

Second, define the attribute of this layer:

- a. Transparency: about 60%
- b. Reflect: you can set a bigger value, because the effect is very helpful for the leather effect.
- c. Set color: Usually we can set it to grey or near to the pattern color.

Finally, you can see the leather effect as follows:

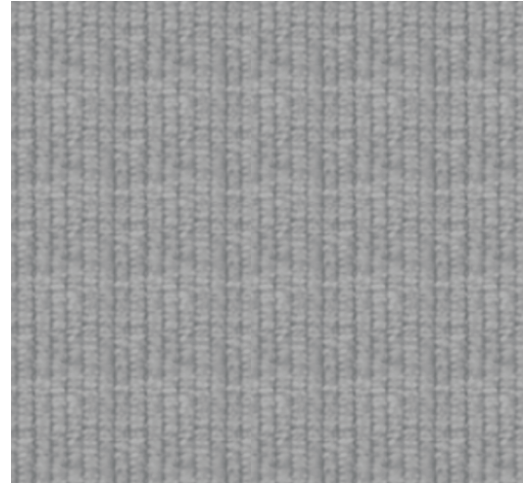
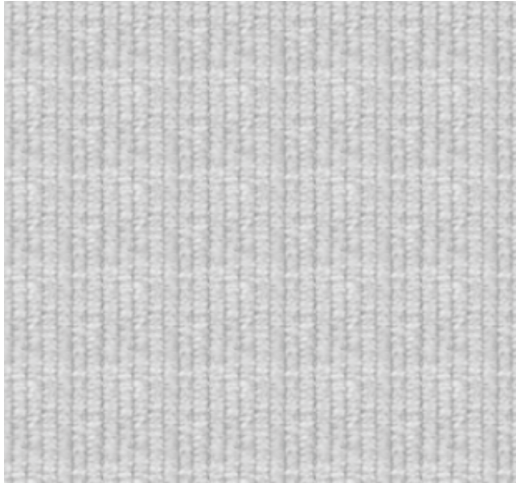


2. Knitting effect:

First, open a material as original layer, and add one new layer onto the original layer and name it knitting. Now the layer will be displayed as solid color of amethyst.

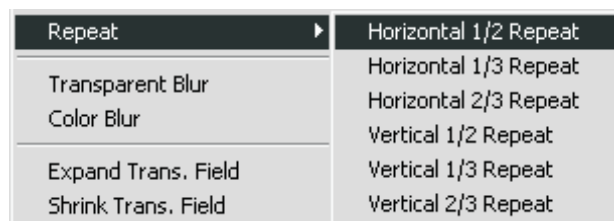
Then open the dye library (Library – Texture – Material), these materials will be displayed under the interface. Select the one and drag it to the working area.

Finally, you can see the knitting effect as follows:

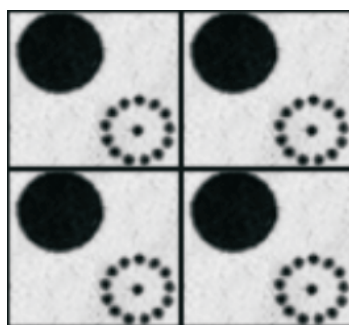


3. Repeat

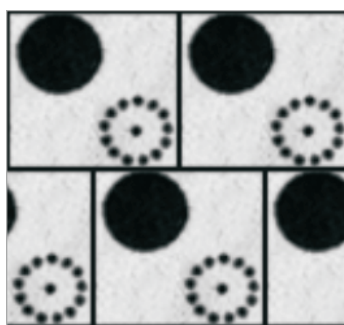
When you right-click in the working area, you can see a shortcut submenu which would display many commands we have introduced, and you can find a very important new function “Repeat”, specially useful for the material design as follows:



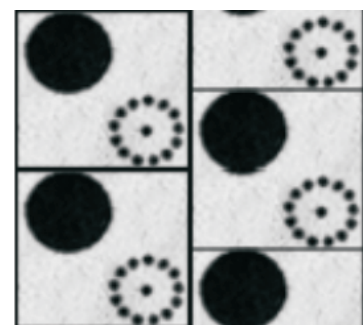
This function is used to get different effects by changing the repeat array.



Original



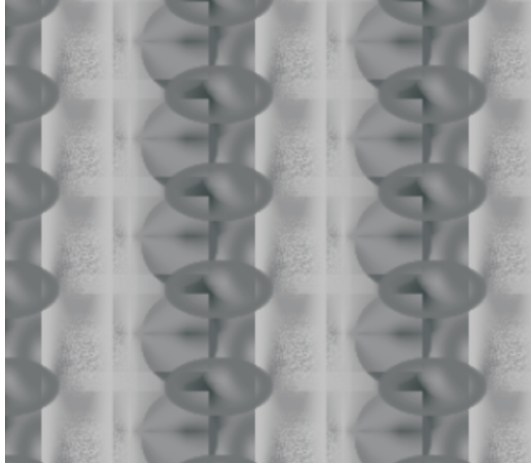
Horizontal 1/2 repeat



Vertical 1/2 repeat

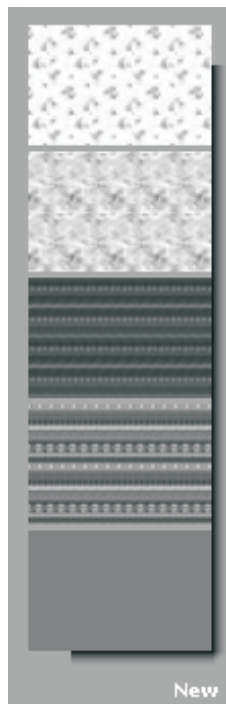
4. Create abstract pattern

Right click in the working area as you can see it. It means you can get the abstract material by clicking this command or space key, one click and get one; the system can create many interesting abstract pattern freely.



➤ 5.2 Texture table

It is used to save some materials and make them ready for editing. Double click the material and you can enter the editing interface.

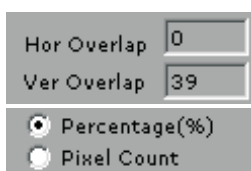
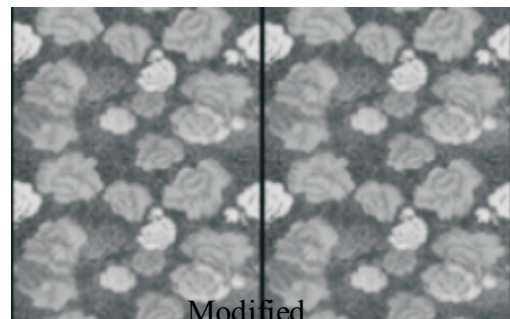
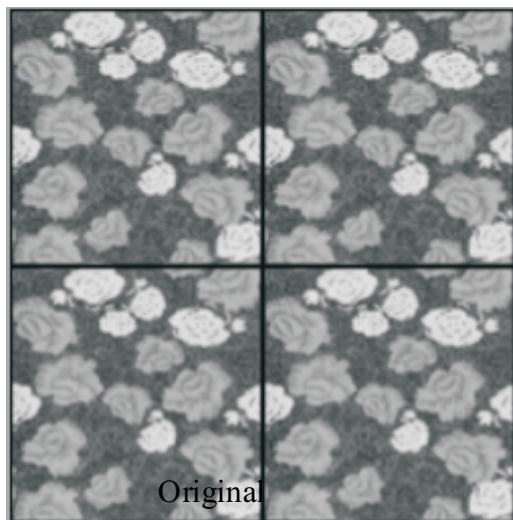


The following way will tell you how to save the material in the temporal material studio:

1. Drag the material from the library to the place with the text of “New” to add new material in the studio, if you drag the material to the original material, you will replace the original one.
2. Drag the material to the working area, the material will be replaced by the current material and would be shown in the studio.
3. Double click the text of “New” to add new material.
4. Use the command of “Scan Texture”, the scanned material will be saved here.
5. Use the command of “Paste”, the pasted bitmap picture will become material and will be shown in the studio.

➤ 5.3 Repeat

For the pattern that you get from scanner or by copying and pasting, the unit of the pattern may not always be a whole unit. That is to say, the edges of the pattern won't be connected perfectly when it is repeated. Using this tool of “Repeat”, you can change the place of repeating and the original edges will be moved to the center, you can modify it with the color pen or clone pen and make them smooth so that you can get a whole pattern.



You can define the repeating value from here.

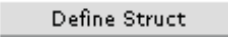
It is used to define the unit of value as 5% or pixel.

Note:

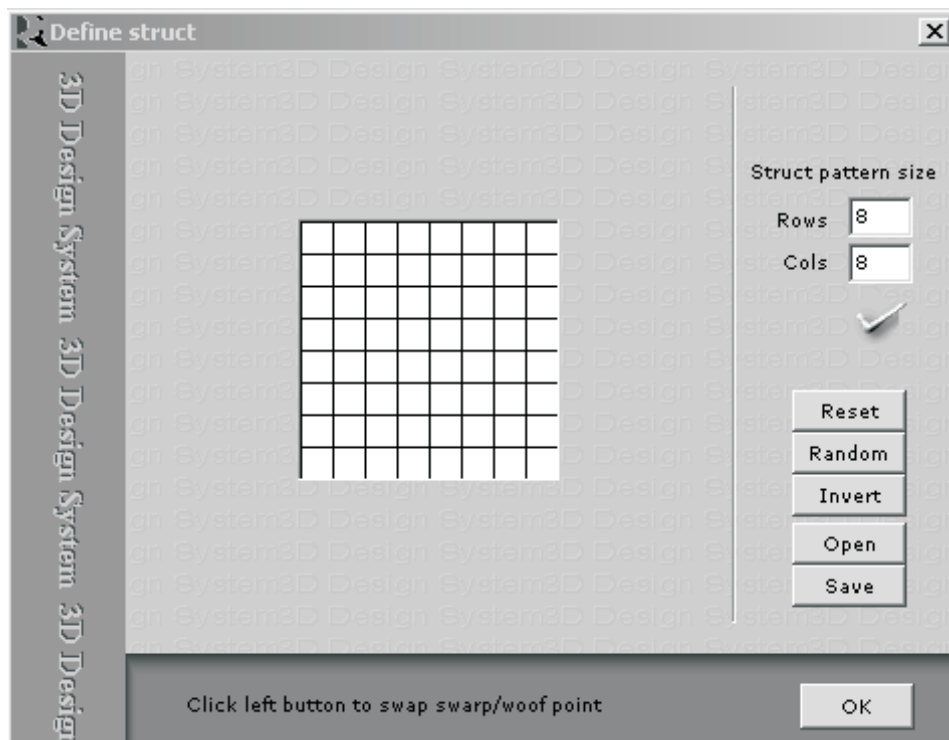
1. If you need, you can enter the system of Photoshop or Painter to modify this pattern.
2. This function is same as the function of “Repeat” from the “Set texture dye” right-click shortcut command.

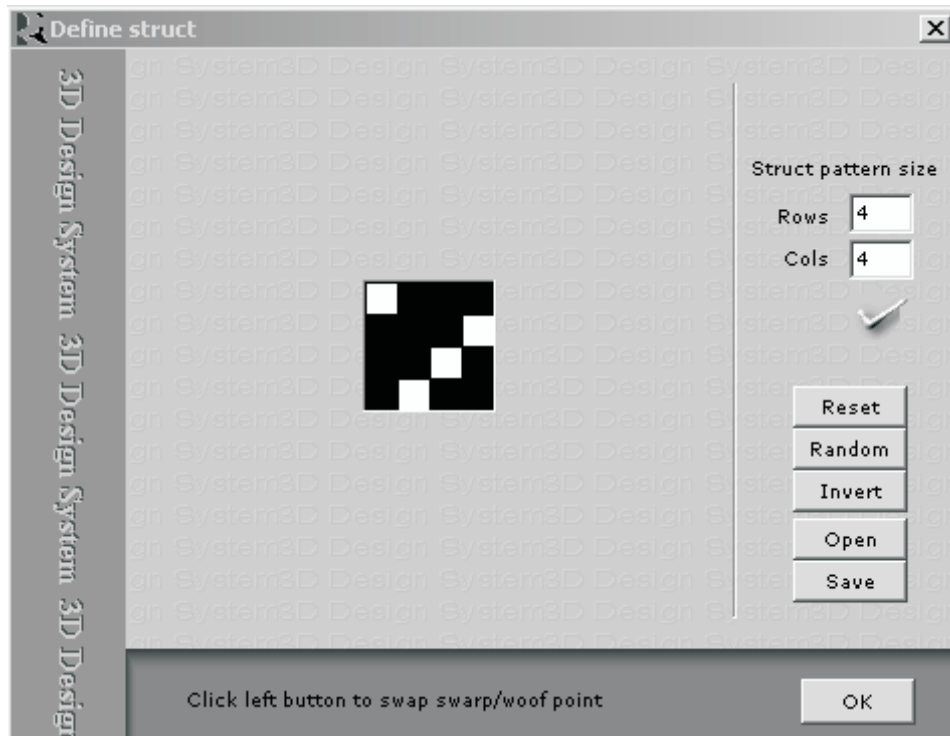
➤ 5-4 Create Woven Material

It is used to create many kinds of woven material
Operation:

1. Define the woven structure: 

Here, you can define the weave as following:





Struct pattern size

Rows

Cols

It is used to define the unit size of structure.

It is used to cancel the current define.

When you click it, the system will create the structure automatically.

It is used to switch all the warp and weft.

It is used to open the structure file. The extension name is *.tdf.

It is used to save the current structure.

2. Define the yarns

1	60	H 355-1	F
2	90	H 370-12	F
3	60	H 375-14	F
4	80	H 165-5	F
5			F

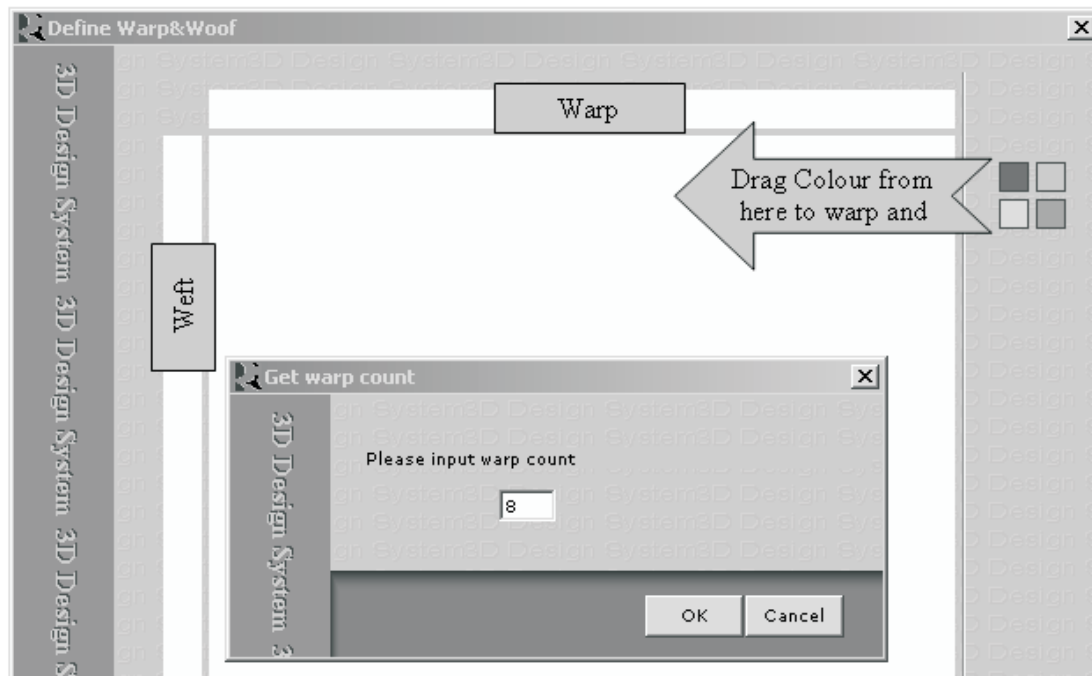
Yarn Count points to the second column (60, 90, 60, 80, ...).

Name of Yarn (Pantone Code) points to the third column (H 355-1, H 370-12, H 375-14, H 165-5, ...).

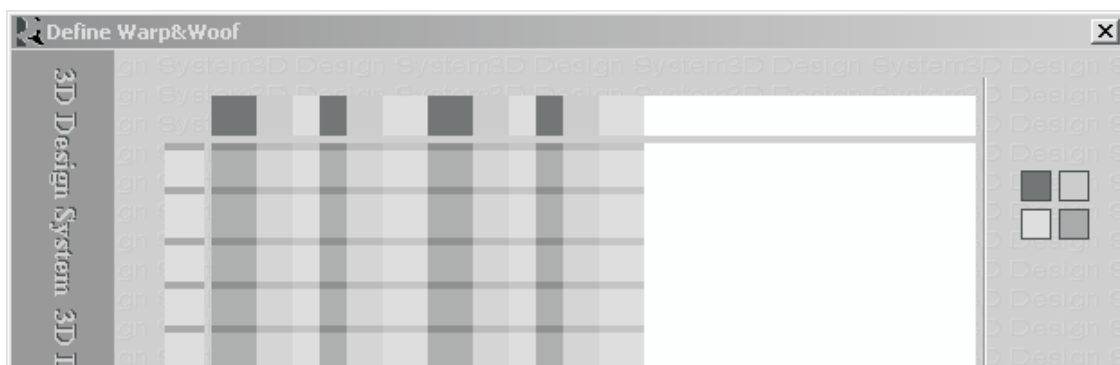
Yarn Colour points to the fourth column (F, F, F, F, ...).

3. After that, define the warp and weft.

Click the button of you can enter the define dialogue box as following:

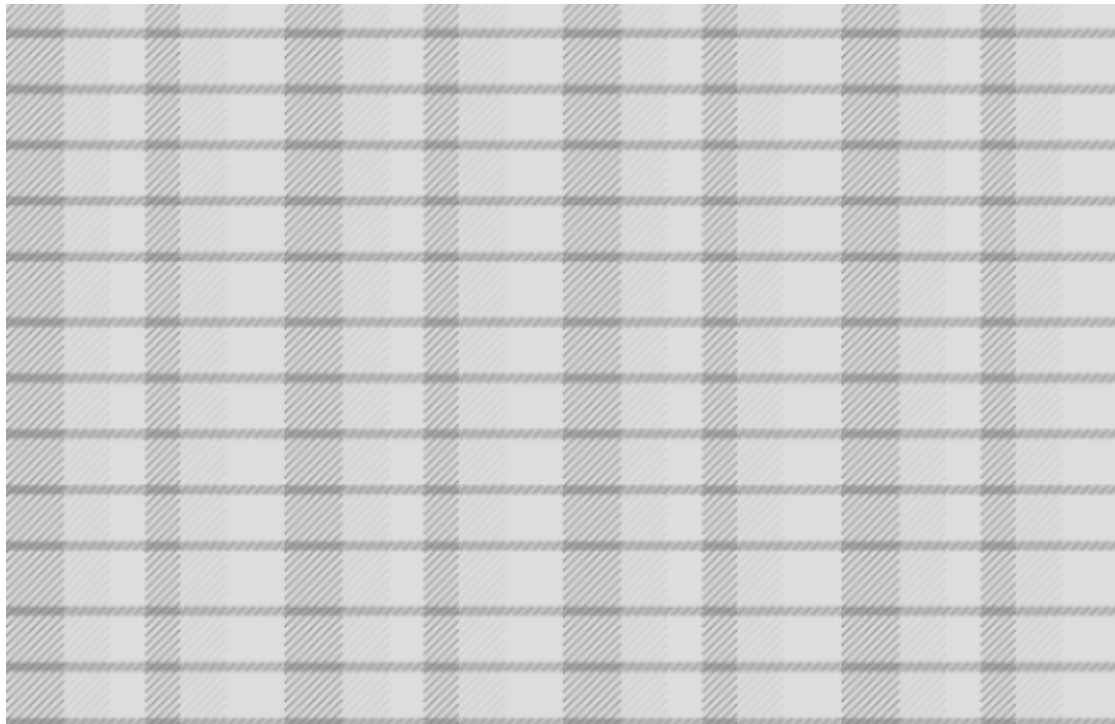


Drag the yarn to the place of warp or weft directly, and then the system will ask for the number of warp/weft.



4. Finally, click to confirm, you would get the effect in the following manner:

If you want to get a better effect, please tick the option of ☐ Fine Effect



5. You can press this button to print the current material and, the yarn code, colour, number and the structure will be printed in one paper.

➤ 5.5 Pen

For the usage of this group of Pen please refer to the explanation 5.7 chapter, now let's see some examples:

Clone:

When the connection of the pattern unit isn't good, you can amend it using the clone pen:



Note:

1. Please define pen size as you need any time.
2. Don't forget to use the function of rotate-clone or rescale-clone to meet your requirement.
3. It is used when you just want to copy a whole flower, not the pattern around the flower:

First, you can use the transparent pen to make the pattern transparent.

Then define the position of clone and perform the operation of clone.

After that, cancel the transparence (Operation: select the transparent pen, then tick the option of ☐ Opaque after that, use the pen to draw the transparent area, this area will go back to original state.

CHAPTER SIX: SUMMARISING AND EXAMPLES

➤ 6.1 Scan and make Lace

Note. As the system will save the lace material as special material, all the operations including scanning and modifying must be done in the Material Studio.

a. If the lace which you want to scan is practical, you would better put a paper under the lace, more is the difference in the color between the papers with the lace material, better it is.

b. After finishing scanning, select the tool of . You need to cancel the repeat of vertical direction

Repeat:	☒	Horizontal
	☐	Vertical

 and the lace will be shown as follows:



c. Right-click on the working area select the command of “Top-Bott Edg Transparent” from its pull down menu. In this way, you can clear some messy color and lines.

d. When the connection of each unit is not good, you can use the Clip Image tool  to cut the whole unit and repeat again.

e. After that, select the command of “Edit Image Alpha”  and holding the key of “Shift”, simultaneously, use the mouse to click the blue color, and the colour will be saved to the transparent color. Press the button  to confirm, the blue colour is transparent.

f. Save the lace; Right click on the working area, then select the command of “Save Texture...” in order to manage the scanned material well; you can create some new folder specially for these materials.

Summarization of Transparency:

1. For large area

a. Use the Transparency tool directly. 

It is used to draw the transparent (hollow) area directly.

b. Use the transparency tool-2 directly.

It is used to make the appointed color transparent, the entire area with this color will become transparent. The operation is: holding the “shift” key, in the meantime, click the color which you want to make transparent after that, press the button of “” to confirm. This tool is very effective for making the background color transparent.

c. Use the tool of fill color 

It is used to make the appointed color transparent, but it is useful only for one area. The operation is: holding the “Ctrl” key, click the color.

d. Load the program of Photoshop or Paint 

You only need to setup the white color in Photoshop and Paint for the transparent area.

2. For small area

You can use the transparent pen  to modify the image subtly. First you have to define the option of , Trans means all the area where the pen will pass will become transparent, the opaque means all the area of transparent where the pen will pass will become opacity. You can change the pen size any time as you need.

After doing the transparency, select the first tool  and move the mouse to the working area and right click, select the command of Expand Trans. Field or Shrink Trans. Field to improve the transparent effect.

6.2 Scan and make folder

1. Scan the folder from a picture in the material studio.



2. Enter the photo studio, the color pen  to turn the entire area around the folder to a single color (this single color we call it is basic color, usually we use the white color), and you have to make the color transition smooth.



Note:

1. The basic color is very important, when you transform this image into the folder, the color that is lighter than the basic color will be lighter than the original one after it is transformed to the folder, also the color that is darker than the basic color will be darker than the original one after being transformed to the folder.
2. This processing you can deal with by the help of Photoshop or Paint.
3. If the contrast of original Image is not clear, first you have to adjust and make the contrast strong.
3. Transfer to the first tool  and move the mouse to the working area and right click to popup the pull down menu, select the command of “Convert To Shadow” to form the folder.



4. Modify the folder with the pen.
5. After that, move the folder to the piece, you can see the effect on the piece.
6. Adjust the transparence of the folder; you can get the desired effect.
7. Save the folder to the library (*.cst)

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